

CHAPTER I

INTRODUCTION

A. Background of Study

Language is the method of human communication, either spoken or written, consisting of the use of words (vocabulary) in a structured and conventional way. Language as the tool of communication has an important role to reveal an intention to someone else. People will be able to express their thought, emotion and feeling by using language. In everyday life, we use the language as a communication tool. The main key to master the language is we have know and master the vocabulary first, because vocabulary is the most important factors in English.

Vocabulary is one of the important elements in learning English. This statement is supported by Hatch and Brown. They say,“Vocabulary is the foundation to build languages, which plays a fundamental role in communication”.¹ It describes that by mastering vocabulary, people can express their ideas , give information and understand the other basic competence well. We need to master it well. The learner should comprehend and high confident to use it in front of speaker especially how to communicate with a good vocabulary building in each vocabulary. Vocabulary has important role to use as tool of communication. Since vocabulary is very important for the student who study English, higher interest should be given to it.

¹Hatch, Evelyn and Brown, Cheryl, *Vocabulary, Semantic, and Language Education*. Cambridge: Cambridge University Press, 1995, p. 1.

Teaching vocabulary is one way to improve the students' knowledge in order to be able to build a grammatical sentence and is also teaching vocabulary is one difficult item complemented by teacher because many things should be concerned and it has to take good handling in order to students can understand what is the vocabulary itself.

Good teaching is not simply transfer knowledge to students through lectures that eventually is monotonous learning, but it can be combined a learning to provide experience to the students to do something in finding the answers of the problems of the theme learning and fullest acquiring knowledge.

Learning by using the media is a integral part of the learning process that had meaning and thorough. Good learning process is an activity that can make their students understand the material presented. This step will be easily achieved if using media. The use of media by the games. Games become part of the media because it is able to assist the delivery of the message. Games included educating and can explore the mind. Among these is a crossword puzzle games.

Crosswords puzzle, the puzzle in the form of questions to be answered by entering the answers into the boxes provided both horizontally and vertically. In a study using crossword puzzle games, giving the benefit of students to think through the game comfortably to resolve problems relating to the subject matter that is still being studied. The process of learning to solve problems required a careful and complete observation. Then to make the problem can make the students are challenged to solve it.

Crossword puzzle games is a challenging form of creativity games and retention of students due to the emergence of a deeper motivation to always try to solve the problem, but still fun because it can be repeated. The challenge in this game will always give effect addicted to always try, try and keep trying until successful.

Play can provide opportunities for children to develop their mind and get pleasure and the victory of the game form. The ambition to win the game will give the child the optimization of motion and effort, so that there will be fair competition and variety of children.

According Adenan, stated that "puzzles and games are material to motivate yourself in a real and a strong appeal. Puzzles and games to motivate yourself because it offers a challenge that can be generally implemented successfully ". Tarigan, states that 'in general, the students like games and they can understand and practice how to use words, puzzles, crosswords puzzles, anagrams and palindron.²

The study taking place at MTs An-Nur Palangka Raya. Based on the result of pre-observation and interview to an English teacher, the writer found some problems concerning the students' English vocabulary mastery at MTs An-Nur Palangka Raya students. There are 1) students' vocabulary mastery is low, students in class still have difficulties in mastering basic English vocabulary, 2)

²Muh. Syukron, *Upaya Penggunaan Media Games Puzzle Untuk Meningkatkan Pemahaman Siswa*, <http://syukronsahara.blogspot.com/2011/05/penggunaan-media-games-puzzle.html> (accessed on Mey 24, 2011).

many students tend to keep themselves in the silent when the teacher asks them to say basic English vocabularies which has given by the teacher in the previous meeting, 3) students are reluctant and discouraged to speak in target language.

The teacher said that students' abilities in mastering vocabulary is rather slow, so that students difficult to understand the lesson. He often repeated patiently the lessons so that students more easily grasp the material that was given. Several problems about students' vocabulary mastery such as difficulties in understanding the meaning of words, difficulties in pronouncing words correctly, the students could not spell the words correctly, and the students could not use and understand the reference well. He ever used the crossword puzzle media in teaching-learning English but not in MTs An-Nur Palangka Raya. For that we need a new alternative in learning process that can enhance students' vocabulary. One of the strategies that can be enhance students' vocabulary with strategy crossword puzzles (crossword).³ Through the learning process by crossword puzzle teachers trying to build students' understandings of learning experiences based knowledge. When students actively construct their own knowledge, the teacher help act as a mediator to build their knowledge. Clearly that is, a process there is always a level of activity to renew previously thought incomplete. This is what requires students to always play an active role, due to the success of the formation of knowledge, either through the process of accommodation, as well as through assimilation. This is also the central students

³Based on interview to an English teacher, Fahruraji, A.Md. at MTs An-Nur Palangka Raya on September 24th, 2014.

that encourages them to dynamically always trying to find and develop reasoning and the ability to reached a level of thinking that more higher.⁴

Based on the background which is explained above, the writer is interested in conducting a research on the effectiveness of using crossword puzzle in vocabulary mastery for her thesis the title of this study is the effect of crossword puzzle media on vocabulary size. Playing while learning is what children like. English is not an easy lesson for children, therefore in order to learn English more fun, the writer uses the game as a media. Many game as media that can be used in the teaching-learning English. Playing with words, one of which is a crossword puzzle. Besides fun, children can also find new vocabulary that they never know before. Teaching-learning English vocabulary of using crossword puzzle will give an easy way to the students to remember what they have been studied. Besides, crossword puzzle can be used to remind the students to the real life, real experience, and real situation. The writer will give an alternative way to enrich learners' comprehension by using crossword puzzle in teaching that is effective helpful in teaching and learning process. Therefore, learners get easy in understanding and studying English. Crossword puzzle can also help teacher to make class to be more active and lively.

There are a number of reasons to choose the topic of the study as follow :

1. Learning English vocabularies of using crossword puzzle are essential for MTs

An-Nur of Palangka Raya as a measurement of English ability.

⁴Aunurrahman, *Belajar dan Pembelajaran*, Bandung: Alfabeta, 2009, p.20.

2. The use of crossword puzzle in teaching English vocabulary can be used to know the skill or quality and increases motivation removes affective filters of English student.

From the background above, the writer is interested in investigating a research entitles: **“The Effect of Crossword Puzzle Media on Vocabulary Size of The Eight Year Students of MTs An-Nur Palangka Raya.”**

B. Problem of the Study

Based on the background of the study above, the writer states the problems of the study is “ Does Crossword Puzzle give effect to develop vocabulary mastery of the eight grade students at MTs An-Nur Palangka Raya?”

C. Objectives of the Study

Based on the statement of the problems above, the objectives of the study is to measure the effect of crossword puzzle on vocabulary mastery gained by the eight grade of MTs An-Nur Palangka Raya.

D. Assumption

There are two assumptions in the study. The assumptions as follows:

1. Teaching-learning English vocabulary of using crossword puzzle will give an easy way to the students to remember what they have been studied.
2. The students’ vocabulary scores will increase along with the increased improvement of vocabulary mastery

E. Significance of the Study

This study is significant for two reasons; theoretically and practically.

1. Theoretically

The result of the study is expected to give description about the effect of using crossword puzzle on vocabulary size of the eighth year students of MTs An-Nur Palangka Raya.

2. Practically

The writer expects can give contribution to the English teacher about the important of media in supporting teaching process especially vocabulary goals. For the student, by learning vocabulary using media will provide motivation so that student can learn easily and increase their ability in English vocabulary.

F. Scope and Limitation of the Study

In this study, the writer makes scope and limitation in order that the research will be more focus. The scopes in this study are:

1. Only VIII-A and VIII-B class of MTs An-Nur Palangka Raya as the sample of the study.
2. Only English vocabulary (noun and adjective) that taught to the eight year students of MTs An-Nur Palangka Raya.
3. Only one technique use to increase the English vocabulary at MTs An-Nur Palangka Raya. It is using crossword puzzle media.

Based on the syllabus of the eight year of MTs An-Nur Palangka Raya. The writer's limitation in the study are:

1. The vocabulary mastery of using crossword puzzle uses simple present tense so that they are simplify such as descriptive to the language level of the students of MTs An-Nur Palangka Raya.

2. The subject of the research is eight grade students of MTs An-Nur Palangka Raya.
3. The research is focus to increase the vocabulary mastery by using object crossword puzzle that focus on descriptive based on curriculum and syllabus.

G. Variable of the Study

In this study, there are two variables:

1. The first is Independent variable (x) are:

The independent variable (x) of this study is the use of crossword puzzle as media for the eight year students of MTs An-Nur Palangka Raya.

2. The second is Dependent variable:

Dependent variable (y) of this study is the students' vocabulary scores of the eight year students of MTs An-Nur Palangka Raya.

H. Hypotheses

The hypothesis are divided into two categories, they are alternative hypothesis and null hypothesis.⁵

1. Alternative hypothesis (H_a)

There is significant effect of using crossword puzzle method on the students' vocabulary scores at the eight grade of MTs An-Nur Palangka Raya.

2. Null hypothesis (H_o)

There is no significant effect of using crossword puzzle method on the students' vocabulary scores at the eight grade of MTs An-Nur Palangka Raya.

⁵Alison Mackey and Susan M. Gass, *Second Language Research methodology and Design*, Lawrence Erlbaum Associates, Publishers Mahwah, New Jersey, London, 2005, p.100.

I. Operasional Definition of Key Terms

There are some key terms in this study which are clarified in order to avoid misunderstanding about the terms:

1. Effect is a change produced by a treatment.⁶ In this study, effect means to measure of one variable effect (independent variable) on another variable (dependent variable) or simply it can be said that the cause variable produces a change in the effect variable. It concerned with testing to establish cause-and-effect relationship. So it can be conclude that effect is a change of variable because a treatment given.
2. In this study, Media means a tool using by teacher to help him/her easy to describing something for the students. According to literal meaning, media is mediator. Teaching media means a tool that is used in teaching. The use of teaching media in learning activity will help the effectiveness in learning process and transferring the lesson. Beside raised the students' motivation and interest, teaching media also helps the students to raise their comprehension.⁷
3. Crossword puzzle is a game in which you have to fit words across and downwards into spaces with numbers in a square diagram. The goal is to fill the white squares with letters, forming words or phrases, by solving clues which lead to the answer.⁸

⁶A. S. Hornby, *Oxford Advanced Learner's Dictionary of Current English*, Fifth Edition, New York: Oxford University Press, 1995, p. 369.

⁷Rodhatul Jennah, *Media Pembelajaran*, Banjarmasin: Antasari Press, 2009, p. 18.

⁸David Cross, *A Practical Handbook of Language Teaching*. London: Cassel.1991, p. 119.

4. Vocabulary is the number of words which can be use for communicating. In this study, vocabulary means word use in language. It is an important part to mastery English well, because by having many stocks of word students will be able to comprehend the reading materials catch other talking, give response, speak fluently and write some of topics.⁹
5. Vocabulary mastery is one component to master English as a foreign language in elementary, intermediate, and advanced levels. In learning the four language skills (listening, speaking, reading and writing), vocabulary is one basic component to be mastered. If we want to communicate with the other in certain language, we must master the language they belong to especially to know enough vocabulary of those languages. Yang Zhihong who says that “Words are the basic unit of language from supports it. Without vocabulary, one cannot communicate to effectively or express idea”. He also states that having a limited vocabulary is also a barrier.”¹⁰ Mastering vocabulary is the ability to get or to receive a lot of words, and the ability in understanding and using the vocabulary. By mastering vocabulary we will know the meaning of vocabulary in the context. The larger the students master vocabulary the better they perform their language.

J. Framework of The Discussion

The framework of the discussion of this study as follow:

Chapter I : Introduction that consisted of the background of the study, the

⁹ Richards, Jacjk C. *Curriculum Development In Language Teaching*, Cambridge University Press, P:5

¹⁰ Yang Zhihong, *.Learning Words*. English Teaching Forum. Vol.38.No.3 July 2000.

problems of study, the objectives of the study, assumption, significances of the study, scope and limitation of the study, variable of the study, hypothesis, operational definition of key term and the framework of the discussion.

Chapter II : Review of related literature that consisted of related studies, the nature of vocabulary, kinds of vocabulary, the use of vocabulary, the nature of media, the use of media, the use games as media in teaching vocabulary, the nature of crossword puzzle, kinds of crossword puzzle, the use of crossword puzzle, the procedure of presenting crossword puzzle, teaching vocabulary at MTs/SMP level

Chapter III : Research methodology that consisted of research type, Research design, research population, research instruments, data collecting procedure and Data analyze procedure.

Chapter IV : The result of the study and discussion that consisted the data presentation, the result of data analysis and discussion.

Chapter V : Closing that consisted conclusion and suggestion