

CHAPTER 1

INTRODUCTION

A. Background of the Study

English is one of the important subjects in high school. Now, English is taught in the elementary schools in Indonesia as a local content but as a compulsory subject in junior high school and senior high school. English has function as media to develop students' science, technology, and culture.

In trying to master a foreign language especially English, students have to know the language elements or components such as vocabulary, pronunciation, and structure or grammar. Structure or grammar is one of the basic aspects which must be learned by the students. Because it enables us to understand the words we are reading as to speak and to use the words in writing. In addition grammar also plays important role in other skills, such as listening, speaking, reading and writing. Anyone who masters grammar well will be facilitated in using the language.

Teaching structure in the class should be carefully done, because structure is the basic knowledge to understand a language. English teacher should develop strategies to relate the structure to communicative functions in real situation. Because of teaching structure is not easy for teacher, so they need to choose a technique which is the best for their students. Sometimes students are bored of attending the structure lesson. To solve this problem, the teacher must be creative in selecting the teaching methods and techniques. As the Qur'an explain:



Games facilitate language learning because they help language learning to be:³

1. More meaningful, for example by showing how words relate each other.
2. More memorable, for example by involving as many approaches to how language is stored as possible, such as mime and movement, the use of color and pattern, personalization, etc.
3. More accessible, for example by getting students to make their own language records to suit their individual strategies for reference and access.

In this thesis, the writer presents the topic of structure about adverb of frequency, because it is one of the difficult structures that must be mastered by students. However, many students in junior high school have difficulties to memorize the meaning adverb of frequency. In MTs NU 07 Patebon Kendal, especially at eight grade, the student can not memorize well about the meaning of adverb of frequency, so they find difficulties to use them appropriately in their statement. Besides, they still confuse to place adverb of frequency in the right position when they make sentences. It is caused by the teacher only explain the material using speech and students listen it monotonously, it makes students bored and losing interest to the lesson. So, students can master the material well.

For those reasons, the writer tries to use the games, especially the memory round game, as a media to teach structure in the class to avoid students' bored. By memory round game hopefully students able to use their memory to make sentences using some adverbs of frequency easier. Teaching adverb of frequency using memory round game can be considered as one of the appropriate methods. The use of memory round game as a media can be a choice for the teacher in teaching adverb of frequency in different way.

³Siti Tarwiyah, *Games, Songs, and Practical Ideas to Teach Language*, (Semarang: English Department of Educational Faculty IAIN Walisongo, 2008), p.3.

B. Reasons for Choosing the Topic

The writer's reasons for choosing the topic are as follows:

- 1) Even though structure seems to be simple, some problems in using adverb of frequency are still faced by students, especially for Junior High School students. The writer considers that to improve students' understanding on adverb of frequency is important in order to achieve the students' satisfactory result especially in grammar.
- 2) Making the structure classes interesting, enjoyable and communicative is not an easy task for some English teachers. If structure is taught interestingly it will motivate the students to learn better. Game is one way to make a good atmosphere in the classroom.

C. Definition of Key Terms

The title of thesis is improving students' understanding on adverb of frequency through the memory round game. In order to avoid misunderstanding that can be happen with the title of this thesis; the writer would like to clarify the words as follows:

1. Improving; to become better in quality or condition.⁴
2. Student; person who is enrolled for studying at school, college, etc.⁵
3. Understanding; the ability to think, learns, and judge.⁶

In this study, students' understanding means the capability of students in catching knowledge of adverb of frequency. The writer measures the understanding in using adverb of frequency in the suitable context and to place adverb of frequency correctly. Students' understanding can be seen by the score doing the evaluation.

⁴Michael Agnes, *Webster's New World College Dictionary*, (USA:Willey Publishing, Inc., 2002), p.718

⁵*Ibid.*, p.1422.

⁶*Ibid.*, p.1558.

4. Adverb of Frequency

Adverb of frequency is an adverb which tells us how often an action takes place. We use adverbs of frequency to indicate how often we do the things.⁷

5. Memory Round Game

The memory round game is define as kind of game that is used to practice or review lexical items recently taught or to understand relationships between words and meanings.⁸

D. Research Questions

The questions of this research can be stated as follows:

- 1) How is the implementation of memory round game in improving students' understanding on adverb of frequency at the eighth grades students of MTs NU 07 Patebon Kendal?
- 2) How much does memory round game improve students' understanding on adverb of frequency at the eighth grades students of MTs NU 07 Patebon Kendal?

E. Objectives of the Study

According to the research questions above, the objectives of the research are:

- 1) To describe the implementation of memory round game in improving students' understanding on adverb of frequency at the eighth grades students of MTs NU 07 Patebon Kendal.
- 2) To identify how much the memory round game improves students' understanding on adverb of frequency at the eighth grades students of MTs NU 07 Patebon Kendal.

⁷Surayin, *Perfect English Grammar*, (Bandung: Yrama Duta,2004), p.220.

⁸Suzanne w-woodward, *Fun With Grammar*, (USA: Prentice Hall Regents, 1997), p.120.

F. Scope of the Study

To limit the scope of the research and to analyze the problem, the findings of the research will be limited by the following factors:

- 1). This research is limited only to the teaching adverb of frequency using memory round game at the eighth grades students of MTs NU 07 Patebon Kendal in the academic year of 2009/2010.
- 2). The media will be used in this research is memory round game that is taken from *Fun with Grammar* by Suzanne w. Woodward.

G. Pedagogical significances

This study will be significance in the following three ways:

- 1) For writer

By doing this research, the writer will get some experiences and knowledge about her study and it will be useful in the future as the prospective teacher in preparing teaching process.

- 2) For teacher

By doing this research, it is expected that the result of the study will be useful to give contribution of developing English teaching especially in teaching adverbs of frequency. Teaching adverb of frequency through memory round game that is implied in this research can be applied as one of the technique in their class.

- 3) For students

By using memory round game as an alternative in teaching adverb of frequency, hopefully students will improve their grammar skill. It will suggest a better way to improve their English learning so that they will be able to master English well in general, to master adverb of frequency in particular.