

# CHAPTER I

## INTRODUCTION

### A. Background Of The Research

Graham Hitchcock and David Hughes stated that teaching is the activity between teachers and learners or different group of learner that can take place in the variety of setting.<sup>1</sup> Here, the activity of teacher is to transfer the knowledge to the students. In teaching learning process, the teacher must establish a good way to teach. As the result, the knowledge which is taught can be received maximally by the students.

Unfortunately, the writer still finds the teacher who uses conventional method when he teaches in the class. For that reason, it makes teaching learning atmosphere becoming bored. The important thing is the process for transferring knowledge that cannot be effectively absorbed by the students. Therefore, in order to avoid that condition, the teachers must be able to create the interesting and fun teaching learning atmosphere, especially when teacher teaches elementary school students.

Teaching the elementary school students is teaching children whose ages are between six to twelve years old. Kasihani K. E. Suyanto stated that elementary school students are

---

<sup>1</sup> Graham Hitchcock and David Hughes, *Research and Teacher: A Qualitative Introduction to School-Based Research*, (London: Rutledge, 1989) p. 4.

categorized as beginners or young learners.<sup>2</sup> Some of the characteristics of young learner are they tend to be imaginative and active. They like learning through game, story or song. Indirectly, they will be more motivated to learn English.

Teaching English for elementary school students consist of four skills. They are reading, writing, listening, and speaking skill. In another side, elementary school students need to learn three components of language. They are vocabulary, grammar, and pronunciation. In this occasion, the writer focuses on vocabulary.

Vocabulary is one of language component as a means to conduct communication. Teaching vocabulary starts from earlier or primary level plays significance role in language acquisition. The earlier people study vocabulary, the more words they can save in their mind. As the result, they can build a solid core of words for communication in their daily life.

When people can master the rich vocabulary, they can get the benefit from it. By having good mastery vocabulary, it will support the people to master all of the language skills. Furthermore, people are able to deliver their ideas appropriately. Conversely, by having poor vocabulary mastery, people are unable to express their opinions properly. This statement appropriate with the Koran, Allah said:

---

<sup>2</sup> Kasihani K.. E. Suyanto, *English for Young Learners*, (Jakarta: PT Bumi Aksara, 2010), p. 15.

وَعَلَّمَ آدَمَ الْأَسْمَاءَ كُلَّهَا ثُمَّ عَرَضَهُمْ عَلَى الْمَلَائِكَةِ فَقَالَ أَنْبِئُونِي بِأَسْمَاءِ  
هَٰؤُلَاءِ إِنْ كُنْتُمْ صَادِقِينَ ﴿٣١﴾

And He taught Adam all the names of His attributes, then He presented the manifestation of those attributes to the angels and asked them: “Tell Me the names of these if you are right (Al Baqarah: 31)”<sup>3</sup>

In the verse above, Allah tells us that we have to study vocabulary for supporting our ability in communication. If we have good vocabulary mastery, we can communicate with other people easily.

In teaching students at elementary school, the interesting and fun teaching learning atmosphere will make their interest of learning to grow. The high learning interests will make children to learn actively. It is appropriate with Jean Piaget cited by Suyanto that in the fact, children are actually active learners.<sup>4</sup>

The researcher observed that the English language teacher on fifth graders at SD BUQ Betengan Demak still uses conventional methods. The English language teacher only translated the words, so the students are easy to get bored. As the result, they did not have learning experience when studying vocabulary. The students cannot absorb new vocabulary maximally.

---

<sup>3</sup> Muhammad Zafrulla Kan, *The Qur'an*, (London: Curzon Press, 1981), p. 9.

<sup>4</sup> Kasihani K. E. Suyanto. *English for Young Learners*, p. 6.

Based on the problem above, the English language teacher has to determine a fun teaching technique during teaching elementary school students because the English language teacher has a key role in young learner successful acquisition of the language. Fun activity brings them to the good atmosphere such as playing. Play is an activity which has a certain purpose and games are a part of playing. Caroline stated that games are very suitable for teaching technique for young learner in the classroom.<sup>5</sup> Playing games allow students to explore and become familiar with words and phrases. The teacher may consider the purposes of the games whether they are for reviewing, giving evaluation or learning new vocabulary. Here, the writer chooses game to solve the problems in the SD BUQ Betengan Demak.

Children love games. The game is the activity played with certain rules. Playing fun and interesting games can promote and maintain children's motivation and interest in learning English vocabulary. The activity that makes students enjoy, automatically it will be memorable. The language involved will save in their minds and finally children will have a sense of achievement which will increase their motivation for further learning.<sup>6</sup>

---

<sup>5</sup> Caroline T. Lines, *Practical English Language Teaching: Young Learners* (New York: McGraw-Hill, 2006), p. 57.

<sup>6</sup> Sarah Phillips, *Young Learners*, (Oxford: Oxford University Press, 1993), p. 6.

There are some games which can be used for teaching vocabulary. In this occasion, the writer chooses hangaroo game as the teaching media to increase students mastery for it is easy to do and to make. Indeed, a hangaroo game is an interesting game, which is full of any challenge to play. All the students can participate and learn actively. They will be enthusiastic to learn vocabulary. In this game, the students team up into several groups. Each group can compete each other to earn the point from the teacher. This situation automatically improves the students' interest in learning vocabulary.

Based on the reasons above, the writer is interested in writing the thesis “ Using Hangaroo Game for Teaching Vocabulary” (An Experimental Research at the Fifth Grade of SD BUQ Betengan Demak, in the Academic Year of 2014/2015).

## **B. Questions of The Research**

To improve students' vocabulary, teacher can use any methods as long as the methods are effective, interesting and enjoyable for the students. Therefore one of the enjoyable methods is Hangaroo Game. In order to get the objective of the study systematically, the questions raised as follow: “*How high is the effectiveness of teaching vocabulary by using Hangaroo Game?*”

### **C. Objectives of The Research**

Based on the problems have stated above, the objective of this study is *to find out the effectiveness of using Hangaroo Game for teaching vocabulary at the fifth grade of SD Busytanu Usyaqil Qur'an (BUQ) Betengan Demak in the academic year of 2014/2015.*

### **D. Pedagogical Significance**

The results of the study are expected to be useful for:

1. Students

The students will know the importance of Hangaroo Game in learning vocabulary. Besides that, to motivate the students improve their vocabulary, so that the students feel easy to study vocabulary and as well as to do exercise. For the other researcher, this research result can be used an input for other researcher in applying game for teaching.

2. Teacher

Vocabulary for the teacher is to prove that Hangaroo Game is important to develop vocabulary mastery.

3. Writer

The writer can use this method to improve her skill in mastering vocabulary.

4. Readers

The reader can get information about the students' achievement in learning vocabulary through Hangaroo Game and also improve their knowledge.

#### **E. Scope of The Study**

1. This study was done at the fifth grade of SD BUQ BUQ Betengan Demak in the academic year of 2014/2015.
2. This study talks about the use of hangaroo game for teaching vocabulary which is effective to improve students' vocabulary. It was done to find the effective way to teach vocabulary.