CHAPTER I

INTRODUCTION

In connection with the following research of this current study, the introduction chapter will discuss about background of knowledge dealing with the title. It covers background of study, statement of problem, purpose of study, significance of study, scope and limitation, and also definition of key terms. Those are will be presented as below:

1.1 Background of Study

English is well-known as a global language. It is proven that most countries in the world require English as a compulsory subject to be studied since almost all of fields such as economy, social, culture, technology, science and even trade in the world using English as their language to communicate each other. Moreover, English is spoken by 1,500 million speakers from all sources—approximately 750 million first and second language speakers, and an equivalent number of speakers of english as a foreign language Crystal (2003:69). Considering this reason, english has taken an imperative role for communication by all human beings around the world.

According to Napa (2005:14), vocabulary is one of components of language and no exist without words. Based on the theory, it can be inferred that learning vocabulary is important and it is the key to learners understanding what they hear and read in school and to communicate successfully with other people.
The obligation of learning English also employed in Indonesia. Formally, Indonesian students have to learn English when they sit in Senior High School. While informally, Indonesian students may learn in a course since there are so many courses in Indonesia which make the students learn the target language easier. In fact, whether the societies or students in Indonesia meet the difficulties in learning English. One of the factors which makes English is difficult is because they lack of vocabularies of the target language itself. Moreover, most students also lack of motivation in learning English since they think English is difficult. Nevertheless, in order to be more proficient in learning the target language, learning vocabularies is required.

As noted by Napa (2005: 14), vocabulary is one of the components of language and no language exists without words. Based on this theory, it is very needed for the students to learn about the vocabularies of the target language since vocabulary itself is the pillar of a language. Based on the previous statement, teaching vocabulary also is not easy, especially in senior high school, it is quiet complicated because the students have limited vocabulary.

According to Tunchalearnpanih (2012), game helped students to remember more words, therefore, the student’s vocabulary knowledge was improved after they studied through games. Considering this reason, teaching English using game might help the students to improve their ability in learning English especially their vocabularies. In this case, the teachers were challenged because they have to develop their teaching methods or media in order to attract students’
attention and motivation in learning English. One of the media that may the teacher use to transfer the material is by using a game.

Kamali (2014) elucidates that Snake and Ladder Board game is one of board games that can be used as an interesting medium and increase student’s interest and motivation. Moreover, Hinebaugh (2009:2) states that board games are excellent tools for teaching fundamental and core educational skills. The previous statements strengthens the argument that games especially Snake and Ladder Board game could potentially support and very helpful in teaching and learning activities to improve students’ vocabularies ability and also attract students’ motivation in learning English. In line with the previous statements, in this present study the researcher focuses on teaching vocabulary in 10th of SMA 1 Muhammadiyah Malang through Snake and Ladder Board game. The researcher is conduct an experimental research to find out the effectiveness of teaching vocabulary using the mentioned game.

1.2 Statement of the Problem

In order to make this present study find the goal, the researcher offered a research question as below:

1. Does teaching English using Snake and Ladder Board game could enhance students’ vocabulary mastery in 10th grade of SMA 1 Muhammadiyah Malang?
1.3 Hypothesis of Study

H1 : Using Snake and Ladder Board Game in teaching vocabulary improve the ability of student’s vocabulary.

H0 : Using Snake and Ladder Board Game in teaching vocabulary does not give any effect towards student’s vocabulary ability.

1.4 Purpose of Study

Based on the research question framed above, the researcher formed a purpose of study in order to guide this current study. The purpose focuses on finding the answer of research question that is to find out whether Snake and Ladder board game can improve students' vocabularies or not, particularly in the 10th grade of SMA 1 Muhammadiyah.

1.5 Significance of Study

The result of this research is expected to be beneficial in two aspects in which teoritically and practically. Those are explained as below :

1. Teoritically :
   - For the next researchers and the readers
     The output of this research might be useful as an additional information and knowledge for the next researchers. Moreover, the readers and further researchers could use this paper to beautify their vocabulary mastery.

     This study is focuses on the implementation of Snake and Ladder Board Game method in order to increase student’s vocabulary mastery, especially in senior high school.
2. Practically:
   - The teacher

   This study is expected to have a beneficial useful for teacher to help finding an appropriate method used in teaching vocabulary in order to accustomed the students to vocabulary mastery.

   - The Students

   This research is expected can be useful input for the the students encourage them enhance their english vocabularies, especially for senior high school students.

1.6 Scope and Limitation

In this study, the researcher only focus on teaching vocabulary through Snake and Ladder Board game. Yet, the limitation of this research is 10th grade of SMA Muhammadiyah 1 Malang.

1.7 Definition of Key Terms

In order to avoid some misunderstanding about a certain word in this study, the researcher provides some explanation about certain terms as below:

1. Vocabulary is one of the components of language and no language exists without words (Napa, 2005:14).

2. Game is any activity which is executed for pleasure without consious purpose (Kramer, 2000:01).
3. **Snake and Ladder Board** was created in the 2nd century BC by the name of “Paramapada Sopanam” (Ladder to Salvation). The game has been developed by the Hindus to teach their children as a lesson of morality whereby the snakes are bad omens and the staircase represents good values. Then the game has become part of the traditional game in Indonesia although there is no detailed information about its emergence in Indonesia. This game can also be used as a tool to educate, entertain and to build up interactive communication among the players (Nachiappan, et al. 2014:4).