

CHAPTER I

INTRODUCTION

1. Background of the study

According to Neaty (2011: 8), vocabulary is an important part of language that gives all of information about meaning of using word in language. It means that vocabulary is important to be learnt in order to get successful performance in English learning.

The words that students choose in speaking or writing are influenced by their listening and comprehension. Sometimes, the teacher does not try to teach vocabulary in an interesting way and the students get bored when studying vocabulary in the learning process. Many teachers just command the students to write a word in the board. Then, the students read and pronounce together the word and finally the students must remember about the word, in the next lessons, when students find the same vocabulary, they must be able to pronounce it well.

Hung (2010:132) said that from the melody of English songs, students can find their desire to listen to them repeatedly, and motivate them to learn about the lyric of English songs enthusiastically. The content of song must be familiar with students' surrounding.

As the result, the students will easily remember the vocabulary from English songs. Song is a part of daily life for most people in the world. Song has many benefits for the students to make them more interested in English because by listening or reading from the lyric of a song, they can find new words and try to look for the definition in the dictionary. In addition, game is one of the media that can be used in learning English, especially vocabulary. Susanti (2012:5) said that using song and games is an interesting way that will raise students' motivation.

Based on the pre observation in SMP Muhammadiyah 3 Semarang, the result showed that the students' vocabulary in English was very low. From the pre observation, the researcher found that students were interested in listening English song, but it was imbalance with their ability in comprehending and mastering vocabulary.

As a good teacher, we must be creative in stimulating the learning atmosphere in the classroom activity. Teacher can give a good impact to the students, not only in the teaching process but also in the learning model, and media.

1.2 Reason for Choosing the Topic

In this research, the researcher chooses this topic because:

- 1) Vocabulary is one of the language components that have to be mastered by students in learning English.
- 2) Vocabulary is basic component in learning English as a foreign language.
- 3) Songs and games are loved by the students thus it is expected to improve student's motivation in English learning.

1.3 Statement of the Problem

This study will be conducted to reveal the following research questions:

- 1) Is there any difference on students' vocabulary mastery taught by using English songs and games and those who are not?
- 2) To what extend does English songs and games improve students' vocabulary mastery?

1.4 Objective of the Study

The objectives of the study are:

- 1) To describe whether there is significant difference on students' vocabulary mastery using English songs and games.
- 2) To describe the mastery of English vocabulary of eighth grade students of Muhammadiyah 3 of Semarang who were taught by using English songs and games.

1.5 Significance of the study

The significances of the research are:

- 1) This research is expected to be useful for improving students' vocabulary mastery by using English songs and games.
- 2) The result of the research is hopefully can be used as alternative method for the teacher to be used in classroom to teach.

1.6 Scope of the Study

The limitation of the study is the improvement of the students' vocabulary mastery through English songs and games of eighth grade students of Muhammadiyah 3 of Semarang.

1.7 Outline of the Study

The research paper comprises five parts:

Chapter 1 contains the background of the study, reason for choosing the topic, statement of the problem, objectives of the study, significance of the study, the scope of the study, and outline of the study.

Chapter II is review of the related literature underlying the definition of vocabulary, types of vocabulary, teaching vocabulary, English songs, games and the use of English song.

Chapter III is research methodology consist of research design, subject of the study, method and instrument of collecting data, data analysis, research procedure.

Chapter IV is research finding and discussion consist of research result, the result data analysis of test try out, the analysis of the try out questionnaire, the result of students' vocabulary mastery using songs and games in the experimental class, the result of students' vocabulary mastery using songs and games in the control class, the result of the questionnaire in the experiment and control class.

Chapter V consists of conclusions and suggestion.

