

CHAPTER I

INTRODUCTION

1.1 The Background of the Study

English is one of the languages that is widely used in every aspect of life such as science, culture, business, entertainment, and most importantly in the world of education. Dediknas (2006:5) states that the most basic thing in learning English is vocabulary mastery. In mastering reception and productive skills students must be supported by English vocabulary. As a core competency standard that must be mastered by students in learning English, adding vocabulary is important.

In the practice of teaching and learning English, there are four skills that must be mastered by students. They speak, listen, read and write. Vocabulary has an important role in all of these skills. Mastering vocabulary will enable students to master English skills. This will enable them to communicate their ideas in both written and spoken forms with ease.

Cameron (2001); said that vocabulary as a field of knowledge in language plays a very big role for learners to master a language. However, mastery of English vocabulary is quite difficult for Indonesian students, because the composition of English is completely different from Indonesian. They differ in

structure, arrangement, spelling, pronunciation, and meaning. So, to achieve good language skills, students in Indonesia have to learn a lot about English vocabulary. The Indonesian government has included English in the 2013 curriculum as a subject that must be studied. This is a compulsory subject for junior high schools (SMP) to high schools (SMA) in Indonesia. Therefore, learning vocabulary is very important because vocabulary is the first component that must be mastered in the 2013 curriculum.

Based on observations at the Budi Agung Medan senior high school during the PLP (school field introduction) implementation, it was known that there are still many students who find learning English very difficult and very boring, so they are less enthusiastic about learning English. The students do not get used to understanding about English reading and pronouncing vocabulary mastery. In addition, the students who have an English dictionary are still few, resulting in a lack of mastery in adding vocabulary mastery. The importance of a learning process in increasing English vocabulary cannot be separated from the use of one of the learning media.

Based on these problems, the researcher intends to conduct research through a learning media using the word wheel game at Swasta Budi Agung Medan High School. The main reason the researcher uses this game as another learning media is because this media has never been used in Budi Agung Medan senior high school in improving students' vocabulary mastery, besides that because this word wheel game was considered to be able to erase students' way of thinking when learning English is very difficult. . In learning to use the learning

media the word wheel game is also able to hone students' memory in increasing vocabulary.

According to Sari (2014), the word wheel game can be a fun learning medium because this game has an interesting shape so that it can increase student motivation in learning. In addition, this game can also help students understand the words contained in the text or sentences by circling the letters contained in the wheel. So, the researcher will make a word wheel game media by instructing students to look for any vocabulary contained in the word wheel to train students' vocabulary skills.

Based on the background of the study, the researcher was be interested in conducting research entitled **"The Effect of Word wheel on Students' Vocabulary Mastery"**

1.2 The Problems of the Study

In relation to the background of t he study, the problem is formulated as follows: "is there any significant effect of Word Wheel on students' vocabulary mastery?"

1.3 The Objective of the Study

Based on the problems of this study, the objective of this study is to identify The effect of Word Wheel on students' vocabulary mastery.

1.4 The Scope of Study and Limitation

In this study, the researcher focuses on the use of Word wheel games on students vocabulary mastery. This study will investigate the effect of word wheel games on students' vocabulary mastery. The focus of researcher in increasing vocabulary about Noun (thing in classroom and outside classroom)

1.5 The Significance of the Study

The results of this research are expected to be useful in several ways :

1. For the Students

The researcher hopes that students was be more interested and comfortable learning vocabulary through the word wheel games.

2. For the Teachers

With the findings of this study, teachers can use games word wheel as a medium to increase students' vocabulary.

3. The Other Researchers

This study can be beneficial to help other researchers to be additional reference to conduct a research.