

CHAPTER I

INTRODUCTION

1.1. The Background of Study

Vocabulary is one of important skills in a language to achieve the success in language teaching learning process especially English. There are some definitions of vocabulary proposed by some linguist experts. Kamali, (2014) state that vocabulary is one of the language components playing a key role in all language skills: listening, speaking, reading and writing.

According to Soedjito & Saryono (2011), providing a definition that "vocabulary is wealth of words owned by a language". From his statement Vocabulary is precious something that can distinguish human with tea other in wring and speaking activity, or is part of language activity. The wealth of a person's vocabulary is considered of someone's intelligence or education. So, can be understood that the quality and quantity vocabulary or vocabulary owned by students will help students in get various information conveyed by the teachers, lecturers or information from various other learning resources. Vocabulary mastery both inflect students' skill to communicate, to write, both speaking and writing. Tarigan, (2015) explains that the quality of language skills a person depends on the quantity and quality of the vocabulary he has. The richer the vocabulary is, the greater our possibilities skilled in language.

This means that someone's mastery of vocabulary Can be determined the quality of the person's language. Without having mastery vocabulary is very

difficult for the person to hold good communication and interaction. According to Nurgiyantoro (2014) mastery of vocabulary can be divided into mastery that is receptive and productive, i.e. the ability to understand and use vocabulary.

The importance of vocabulary is basic to learning English. It is a reason why vocabulary is very important to teach students. Neuman and Drwayer as cited in Bintz (2011) stated that vocabulary was important critically because a word was an instrument for thought about the meanings which would express. Having more words means having more ways to express yourself when you talk to other people. Vocabulary is important for these reasons and more. It helps people communicate better with other people of all languages, cultures, nationalities, and backgrounds because of the many words.

From those statements above, it can be concluded that vocabulary is a stock of words which is used by someone to convey ideas and feeling, so that he or she can communicate with others in his or her environment. According to the data training program, the researcher saw that there were many difficulties for students who answered questions in the book because of a lack of vocabulary, so it was difficult for those who came only to see their friends' answers at the end. An example of a vocabulary error encountered while completing a sentence was better word choice, goat, luck, they struggle, and some students relate it better as food, goat is a hole and luck is a duck. The problem shows the lack of vocabulary that students have so the solution can be overcome in many ways including games. The games that can be used are Simon Says, Scrabble, Anagrams, Guess Me, and

Snakes and Ladder. The researcher chose snakes and ladders to see students' mastery in vocabulary.

According to Arnesson (2004), snakes and ladders game is an ancient Indian board game regarded today as a worldwide classic. It is played between two or more players on a game board having numbered, gridded squares. A number of "ladders" and "snakes" are pictured on the board, each connecting two specific board squares. The object of the game is to navigate one's game piece, according to die rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes respectively. The historic version had root in morality lessons, where a player's progression up the board represented a life journey complicated by virtues (ladders) and vices (snakes).

Similarly, Hoffmann et al. (2004) states that snakes and ladders or chutes and ladders are a classic children board game. It is played between two or more players on a playing board with numbered grid squares. The grid consists of many squares that are interconnected by a series of ladders and snakes (or chutes). The elements used for playing snakes and ladders are snakes and ladders board, a dice, question packs, and playing pieces or tokens. In this research, the researcher implemented Snakes and Ladders game to know the effect the eight grade students' vocabulary mastery.

Snakes and ladders game is a traditional game that is usually played by children. This game involves players rolling the dice alternately and moving forward according to the number of dice that appears. On the game board, there are successive boxes that form ladders or snakes that lead up or down. If the player

lands on a box that has a snake ending, then the player must go down to the snake's end box, whereas if the player lands on a box that has a ladder end, then the player can climb to the box at the end of the ladder. The goal is to reach the last square or response peak as quickly as possible.

According to Rahayu et al. (2019), states that the game of snakes and ladders is not standardized and is adjusted to the goals to be achieved. So that players can create their own snakes and ladder boards with a large number of boxes and a large number of snakes and ladders that are different from certain rules as needed. These snakes and ladders can be used in the classroom for students to learn and expand their vocabulary while playing. In Snakes and Ladders, created by the researcher, students must form groups of five and, while the game is played, students must say vocabulary depending on where the dice stop. Firstly, the researcher provides definitions of vocabulary types and introduces students to play with snakes and ladders. Secondly, the researcher gathers students into groups. Thirdly, students listen to the researcher explain the rules of the vocabulary game Snakes and Ladders. Fourthly, the game starts you give instructions. The game is played so that each group gets a sticker or a different color as the figure walking on the board of snakes and ladders. The group then rolls any dice that are readily available and proceeds according to the numbers on the dice. When the student rolls the number on the dice, stop in one of the boxes students gave themselves for the vocabulary researcher chose. If group members can not say the vocabulary they removed, put a person, animal, or object. The group that continues the game until the group with the most remaining members wins.

Based on the background stated above, the researcher is interested in conducting research entitles **“The Effect of Snakes and Ladders Game on Students’ Vocabulary Mastery”**.

1.2. The Problem of The Study

Based on the background of the research the problem of the research is formulated as “is there any significant effect of snake and ladders game in students’ vocabulary mastery?”.

1.3. Objective of The Study

Relating to the problem of the study above, the researcher stated that the objective of the research is to find out whether there is a significant effect of snakes and ladders game on students’ vocabulary mastery.

1.4. The Scope and Limitation

Based on objective of the study above, the researcher focused pm this research only used snake and ladders game on students’ vocabulary mastery. For the topic on this research is about things at home. And the eighth grade students of SMP SINAR HUSNI as a subject of this research.

1.5. The Significance of The Study

The findings of this study are expected to be useful and relevant for both theoretical and practical aspects.

1. English Teacher

This study aims to provide the teacher with more insights into the utilization of the snakes and ladders game as an instructional tool, specifically in the context of vocabulary mastering. Furthermore, this research seeks to offer a more comprehensive explanation of the practical implementation of the game within the vocabulary teaching and learning process.

2. Students

Students are the subject of the teaching and learning process of mastery in vocabulary. By using the game, the students can develop their interest and ability in learning English, and also they will have a different experience in studying English especially when they will be taught reading of the vocabulary mastery by using Snakes and Ladders Game.

3. The researcher

The result of this research, the researcher will get some experiences and knowledge about the study and it can be useful for future research.