

CHAPTER I

INTRODUCTION

1.1. Research Background

Vocabulary is one of the English language learning materials in schools that occupies a very important role as the basis for students' mastery of English subject matter and mastery of other subjects. Mastery of vocabulary will affect the thinking power and creativity of students in the language learning process so that mastery of vocabulary can determine the quality of a student in language (Kasno, 2014:). The quality of a person's language skills depends on the amount of vocabulary he has. The more vocabulary a person has, the higher his language skills will be.

One of the Researcher's target schools is Ignatius Medan First Class Junior High School, where the researcher has made observations at the Ignatius Medan First Class Junior High School. and the researcher found that the students in grade One had low vocabulary skills. many factors cause students to be low in mastering vocabulary, one of which is that students are less serious in learning, students are also bored with their learning methods and some students never take English lessons and rarely use English. So with this, the researcher wants to do a treatment in learning to increase vocabulary for junior high school students in Ignatius Medan, where the researcher uses one technique, namely the technique of connecting words games.

This word-connecting game technique is a word-connecting game that can be done by individual students, this word-connecting game is also very easy to follow and do by students in the classroom, these games are also very practical and don't cost anything. Besides that, these games can also sharpen students' brains, when they receive instructions to connect words in English.

The purpose of this word connection game is to help students improve their vocabulary skills. and can also be one of the choices of learning methods for teachers, when students experience boredom in learning in class. so that students will be more active and enthusiastic about learning, especially in improving their vocabulary skills.

The use of games in learning English, especially vocabulary, has been proven to be effective. as has been done by previous researchers by researchers (PipitRantika-Danti

Pudjianti-Megawati) *STKIP Kusma Negara* 2019 with the title Increasing students' vocabulary mastery through the Spelling Bee Game.

where it can be concluded by the researcher that in terms of the effectiveness of the Spelling Bee game in learning vocabulary, the post-test results from cycle I to cycle III show that student achievement scores have increased. Almost all students scored more than KKM in cycle III, so it can be said that the Spelling Bee game is an effective game to be implemented in learning English in the classroom and can improve students who are very happy to learn English when I run. teaching and learning process. Based on the results of the study, students' understanding increased after being taught using the Spelling Bee Game.

Besides that, other researchers have also conducted research using games in learning English, especially in mastering vocabulary. The research was conducted by (Hana and Herlina) *PGSD*, the State University of *Jakarta* in March –April 2015 with the title Improving English Vocabulary Understanding through the Bingo Game Method. It can be concluded by the researcher that the results of the analysis conducted on the initial data from cycle I to cycle II showed an increase in students' understanding of English vocabulary using the bingo game method. Based on the interpretation of the results of the analysis, it can be concluded that there is an increase in understanding of English vocabulary from the first cycle with a percentage of 65% and the second cycle with a percentage of 95%. Thus, corrective action is considered no longer necessary to be carried out in the implementation of further actions.

1.2. Problems From Research

Based on the above background, the author has several issues to discuss, namely:

1. what is vocabulary learning through games improve students' Mastery of English vocabulary?
2. How can the game affect the English of junior high school students?

1.3. Research Objectives

Based on the above research problems, the research objectives of this study are formulated as follows:

1. To find out how the effect of increasing students' vocabulary through word-connecting games.

2. To find out whether the word-connecting games can improve students' vocabulary mastery or not.

1.4. Scope Of Research

From the importance of this study, researchers will focus on analyzing the use of puns for first graders at St. Ignasius Medan Junior High School. In this section, researchers will only discuss the role of word-connecting games in helping students learn vocabulary. Researchers will also examine whether in these cases the same can help students improve their vocabulary or not.

1.5. Importance Of Research

As input data for English teachers about the use of word-connecting games in the classroom and the importance of vocabulary in teaching English.

To motivate students to improve their vocabulary. It is expected that this research will contribute or will be of any value to other students in conducting further research on the same topic. Directly, the author's knowledge can be developed by investigating the topic.