CHAPTER I

INTRODUCTION

1.1 The Background of Study

Language is very decisive in human life. People, being human, naturally want those around them to tell them what they can talk about. In order to get along with each other, you have to be able to identify topics. Words can express thoughts, feelings and desires with ideas. There are many languages in the world, one of which is English. It is a global language or world language. One of its functions is that language can be a teaching lesson between teachers and students in the learning process, students' language skills can broaden their horizons and can develop the potential that exists in these students. In language everyone must know the vocabulary they have.

The fact students have limited access to English literature outside of class, as in the library, can also lead to students' lack of interest in reading. According to Wardah Mutia Nasution (2020) Support in language and grammar skills is vocabulary. Vocabulary is important in learning a foreign language. One of the elements that speaking, listening, reading, and writing .This activity allows students to better understand why vocabulary acquisition is important. But the reality is that it is not as easy as one might think.

For this reason, there are quite interesting ways to simplify or improve the problems students have. Several researchers have tried several ways to make it easier for students to learn so that this can be solved. The solution is to use anagram games to enrich students' vocabulary.

Based on the experience of researchers conducting research at Adventist SMP Advent 2 Medan,, is that kids struggle to memorize English terminology. As a result, when English courses are ready to start, they quickly feel like quitting up. The inability of students to be motivated to learn English, combined with the teacher's ability to use commonplace and uninspiring teaching techniques in the classroom, are the main weaknesses in vocabulary memorization. so that it contributes to pupils' learning of English.

After exploring, there are several ways to solve problems in enriching students' vocabulary. The first is a study conducted by Maftuhatul Ulumiyah Kumalasari Sari on elementary school children in Wachid Hasyim Surabaya(2019). He concluded that the use of anagram games was very efficient in increasing students' vocabulary, by conducting directions, treatments and tests. And after being tested this research method was successfully used. The second study was conducted by Mochtar Marhu at a school at MTS Negeri 2 Donggala(2020). He concluded that the use of the learning method of anagram was very efficient in increasing students' vocabulary with significant results, he used sample, control and experimental methods.

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For all students still need to explain new concepts in their learning.Based on these circumstances, the writer is interested in taking this type of research on the use of anagram games in enriching students' vocabulary. Previously this anagram game was discovered by Alfred Butts. "he pointed out that the results of researchers regarding the use of anagram games show that anagram games have a good effect on vocabulary mastery" Yusni Sinaga (2020). And then one of the game researchers was Mia Oktaviani. Saying that the application of this game can help us as teachers or teachers in improving the quality of students in enriching student vocabulary, with this game the method makes students interested in fun learning. These supporting ideas according to Kristina datu (2020) make the process of teaching students more enjoyable and easier for teachers to achieve a learning target.

In this way students if learning anagram is monotonous will not produce maximum results With this situation the author is interested in carrying out research with the title *"the effect of anagram games in enriching students' vocabulary at Advent 2 Medan Junior High School"*

1.2 Study Problems

In accordance with the explanation previously mentioned, the core problem of this research is "how work The effect of anagram games in enriching students' vocabulary at Advent 2 Medan Junior High School"

1.3 The objective of study

The purpose of this research is to see how effective playing anagram games is in enriching students' vocabulary.

1.4. The Scope and Limitation of the Study

a) This research will be applied to the eighth grade students of SMP Advent 2 Medan.
b) This research focuses more on the use of anagram games as learning media.
c) This research also leads students to find vocabulary with their respective meanings.
d) This research also leads to easier and more enjoyable learning.

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1.5. The Significances of the Study

In this study there are 2 types of the significances of the study, namely theoretically
- and practicallyTheoretically
  This research is expected to be an example of reference for future researchers
  who will carry outdeeper research and use the same topic as this topic.
- Practically

1.For teachers
- This research is expected to be a reference for teachers in bringing more fun learning methods
- Teachers are more motivated with new ideas so that learning methods are not monotonous.

2. For students
- All students are expected to be more interested and motivated to learn with new methods.
- To increase the vocabulary a lot for all students

3. For school
- Formation of national school goals
- Become a learning vessel that brings a good image when used in socie