

CHAPTER I INTRODUCTION

A. Background

Education is a way to develop self-ability in terms of knowledge, skills and behavior to educate human life through guidance, teaching and training activities. The whole process of education in schools, learning activities, is the most basic activity. Thus, it means that the success or failure of an educational goal depends a lot on the student learning process and how the teacher applies interesting methods and techniques that have an impact on maximum learning outcomes.

English education has an important position because English is one of the international languages used by many countries, one of which is Indonesia. In this globalization era, children and adults inevitably have to learn English. Learning English is better taught at every level of school without putting aside the importance of regional languages and Indonesian as an effort to increase individual competence.

There are four skills in learning English such as listening, speaking, reading and writing. Besides, to master those skills, the students have to master some elements of language such as grammar, pronunciation, vocabulary, etc. However, the students usually got difficulties in vocabulary mastery. In order to be able to communicate well, mastery of vocabulary is needed, especially when someone communicates in a foreign language, vocabulary is very important to master. There are three things to consider when someone is studying vocabulary. Among them, being able to master vocabulary, being able to pronounce correctly, and being able to use vocabulary in the right context.¹

Many strategies and methods to be able to teach English vocabulary. Likewise with sources and media that can be used in learning English vocabulary. In general, learning media is a tool for teaching and learning process. Everything can be used to stimulate the thoughts, feelings, attention and abilities or skills of the learner so that it can encourage the learning process. Thus, the use of appropriate and varied learning media in the learning process can increase learning motivation and can reduce students' passivity.

¹Delmayanti, Muhammad Al-Hafizh, "Teaching Vocabulary to Junior High School Students Through Snake - Word Game", *Journal of English Language Teaching* 1, No 3 (2013): 3.

A liberating and fun atmosphere can foster the growth of students' abilities and character.² Thus, the teacher has an important role to create a pleasant learning atmosphere so that students actively develop their own potential. One way that can be used by a teacher is game. Teachers can use crossword puzzle games in teaching English as a learning system that can motivate students to learn. Crossword puzzle is a game that needs to be thought out very carefully in the form of boxes with empty spaces that must be filled in with related words according to the instructions.³ This crossword puzzle can be used as a medium for learning English vocabulary for students. The more often they complete the crossword puzzle, the greater the chance for students to master new vocabulary. This is the right step and well done to increase students' vocabulary acquisition.

The activity of mastering vocabulary cannot be separated from memorizing names, this is the main factor for students who are weak in mastering vocabulary, Especially, when learning uses the lecture method, from here students will feel bored quickly. MTs Hasan Kafrawi Pancur is one of the junior high schools that applies crossword puzzles. Based on the information obtained from the English teacher, students, unfortunately, still have problems with the four language skills due to lack of vocabulary achievement. It is difficult for them to develop their vocabulary because the students sometimes forget the vocabulary materials that the teacher has explained. Occasionally, the students feel afraid of following the teaching learning process, because they do not understand the meaning of the words.⁴ Therefore, the researcher wants to ensure that the implementation of the crossword puzzle method is the right way to teach English vocabulary. In this research, the researcher wants to conduct the research to give a clear description about those phenomena toward the implementation teaching vocabulary using crossword puzzle game.

B. Research Focus and Scope

The target of this study is investigating the implementation of teaching vocabulary using crossword puzzle game. Properly in this case, the research focuses on Islamic junior high school students.

²Utomo Dananjaya, *Media Pembelajaran Aktif*, (Bandung: Nuansa Cendikia, 2017), 35.

³Pupu Rostina, Silpia Rahayu, "The Implementation of Crossword Puzzles in Vocabulary Teaching", *Professional Journal of English Education* 5, no 1 (2022): 26.

⁴SW, Interview by Writer, Preliminary Research, Transcript, November 3rd, 2022.

While the scope is limited to the procedure and obstacles of teaching English vocabulary using crossword puzzle game.

C. Research Questions

Based on the background of the research as previously presented, the research focuses to formulate the problem of research as follow:

1. How is procedure in the implementation of teaching vocabulary using crosswords puzzle game at the eighth grade students of MTs Hasan Kafrawi Pancur in academic year 2022/2023?
2. What are obstacles in the implementation of teaching vocabulary using crosswords puzzle game at the eighth grade students of MTs Hasan Kafrawi Pancur in academic year 2022/2023?

D. Research Objectives

The objectives expected by the researcher in this study are:

1. To find out procedure in the implementation of teaching vocabulary using crosswords puzzle game at the Eighth grade students of MTs Hasan Kafrawi Pancur in academic year 2022/2023.
2. To find out obstacles in the implementation of teaching vocabulary using crosswords puzzle game at the Eighth grade students of MTs Hasan Kafrawi Pancur in academic year 2022/2023.

E. Research Significance

Hopefully this research can contribute to teaching and learning English and enrich techniques in learning and teaching English.

1. Theoretically

This research can be used as a theoretical basis for learning and teaching English in general and especially in the use of crossword puzzles on English vocabulary mastery in junior high schools.

2. Practically

a. For researcher

The results of this study are expected to be able to answer the formulation of the problem and increase knowledge in the implementation of learning English vocabulary using crossword puzzle.

b. For students

With the implementation of this crossword game, students are expected to have high motivation in mastering English by enriching English vocabulary.

c. For other researchers

This research can be useful for other researchers who find the same problem and can be used as a reference for their research on the implementation of teaching English vocabulary using crossword puzzle game.

F. Definition Key Terms

To avoid problem misunderstanding and misinterpretation of the research finding, the researcher would like to explain and define the key terms are used:

1. Teaching Vocabulary

Vocabulary learning is a system to assist student learning processes that are structured and designed in such a way as to master vocabulary using certain media, methods and techniques.

2. Crossword Puzzle Game

Is an educational game whose framework is designed in the form of empty spaces and is equipped with instructions. This game can help players in sharpening the brain.

G. Organization of Thesis

In order to give a complete to the readers of what this writing about, the writer presents the general outlines as follows:

Chapter I presents about the introduction which consists of background of the research, main focus and scope of research, questions of research, objective of the research, significance of the research, definition of key terms and organization of thesis.

Chapter II explains the review of related literature which contains three main subjects. They are theoretical description, theoretical framework, and review of previous study.

Chapter III describes research method whit consists of research method, research setting, research participants / subjects, instruments and data collection technique, research data validity, data analysis technique, and research ethical considerations.

Chapter IV presents results and discussion of the research.

Chapter V presents the conclusion and recommendation.