

# CHAPTER I

## INTRODUCTION

### A. Background

Language is important thing in our daily life. People can communicate well with others and share their idea or feeling using language. There are many kinds of language in the world. Mastering several languages is the best way to follow the development of information in the world. The first international language is English. Considering that, mastering English is important thing that must be done.

English is the first foreign language that is taught to children in school. Children in an Elementary School study Basic English. They study about fruits, vegetables, kinds of food, colors, feeling, animals, etc. English material for children is made so easy in order to make them interested in studying English. Mastering vocabularies is the most basic thing that must be done by the children to enrich their capabilities in learning English. Grammar is difficult and makes the children uninterested in studying English.

Learning vocabulary is very important for learners especially for children. By mastering more vocabularies, students can learn English easier. However, in teaching English to Elementary School students, keeping the student's concentration for a long time is the main problem faced by teachers.

Considering the situation above, the writer decided to complete the job training in SD Negeri Tugu Jebres 120 Surakarta. Besides that, the writer loves

children and thinks that teaching English in Elementary School is exciting experience.

During the completion of the job training in SD Negeri Tugu Jebres 120 Surakarta, the writer had a role as an English teacher. As a teacher, the writer made lesson plan. The materials were Basic English such as simple vocabulary.

Children usually like fun activities; therefore the writer used games in teaching vocabulary. She thought that this technique helps the students keep their interest. Besides that, games can make the students memorize vocabulary easier.

Based on the background above, the writer presents the final project entitled "THE EFFECTIVENESS OF USING GAMES IN TEACHING VOCABULARY IN 6<sup>TH</sup> GRADE OF SD NEGERI TUGU JEBRES 120 SURAKARTA"

### 3. Objectives

The objectives in making this Final Project Report are:

1. to describe the process of teaching vocabulary for children using games,

2. to describe how games in teaching vocabulary is effective and fun.

### **C. Benefits**

It is hoped that this Final Project Report will give advantages to the following.

1. English teachers

It is hoped that this report can be an additional reading and additional ideas in teaching vocabulary.

2. The institution

It is hoped that this report can give useful input to SL Negeri Tegay Jecres 120 Surakarta as the institution in increasing the quality of teaching.

3. Readers

It is hoped that this report can be additional reading especially for finding a new trick of game use.