CHAPTER II

REVIEW OF RELATED LITERATURE

This chapter presents the references from experts which are useful to give relevant knowledge in the field of the study for the next chapter. The reseacher is going to describe theories and review some relevant research findings. These explanation can be shown as follows:

2.1 Vocabulary

Vocabulary is the basic component in English, which can support four skills: listening, reading, writing and speaking. Students should master vocabulary before they learn English futher.

2.1.1 Definition of Vocabulary

Vocabulary is as the important element in language learning. According to Hidayati (2013), vocabulary is the first element that must be mastered by the students before they move to the other elements. If young learners have mastered vocabulary well, they will be able to produce a lot of sentence, both in speaking and writing. However, if they have less of vocabulary mastery, they will find difficulty when tell their ideas to others.

Meanwhile, Hu (2011) said that vocabulary is the most important component of foreign language proficiency, the number of vocabulary which is mastered by young learners are greatly affect the students' fluency in

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communication. When students have mastered vocabulary well, automatically they will be easy in learning other components and English skills.

2.1.2 The Importance of Vocabulary

Vocabulary is the most important component in learning language. It is basic factor that can link four skills, those are listening, speaking, writing, and reading. Students will not be able to master those four skills if we are less of vocabulary. It is supported by Richards and Renandya (2002:225) stated that vocabulary is the bridge for their skills to achieve a certain goal in listening, speaking, writing, and reading.

Ur (2009) said that vocabulary is the most important aspect of language. We can understand a reading text and make ourselves understood with almost no grammar, but we cannot get anywhere without vocabulary. It is more important than reading strategies for understanding a text. It is also the best single measure of proficiency.

2.1.3 How to Learn Vocabulary

There are many ways to learn vocabulary without relying on conventional methods such as text book and English course. Basically, learning vocabulary can be done through something that make students more interest. In this case, there are many media which can be used to learn vocabulary, some of them are:

a. **Using Song**

There are lot of English song for young learners. It can be used to facilitate them in learning English vocabulary, because the lyrics which existed in the

song is very simple and usually is associated with the environment around them. It would be easier for young learners to absorb the contents of the song.

According to Milington (2011), song can provide the opportunity for vocabulary practice. Topic of the song usually match with real condition, for example the song *Head, Shoulders, Knees and Toes*, could be used to review body parts.

b. **Using Video**

Video is one of the audio visual media which display picture at once sounds. The media can facilitate young learners in learning vocabulary. Devi (2012) tries to conduct an action research to investigate how animation video can improve students' vocabulary. The result shows that animation video is one of the effective technique in presentation as to increase the students' enthusiasm and their achievement in learning vocabulary.

c. **Using picture stories**

This is one of way to learn vocabulary for young learner who loves the illustrating of fairy tales, they can use picture stories as their media to learn vocabulary. They will get a lot of new vocabularies while reading that they have not know before.

Mirkamali, et al. (2013) tries to investigate the effectiveness of foreign language vocabulary acquisition through picture and short stories. After treatment the reseacher analyze the collected data by using statistical technique. The result shows that: both picture and short stories are useful in teaching vocabulary items, and vocabulary acquisition is more facilitated through the use of picture than short stories.

d. **Through games**

Games is one of the intersting media for teaching vocabulary. It is supported with Huyen and Nga (2003) in their study about learning vocabulary through games. The result of the study shows that students have pleasant feelings and possitive attitudes toward learning vocabulary through games.

e. **Through mobile technology**

Nowdays, mobile technology is an advanced technology which is uploading to the public. Starting from old to young, even young learners also enjoying the sophistication of today's mobile technology. Young learners can use mobile technology to learn vocabulary. So that, the number of their vocabulary can increase. They can keep playing their mobile technology while learning vocabulary. The reseacher choose mobile application as a media to learn vocabulary for young learners, because today most of young learners prefer to play mobile technology.

2.2 Developing Media

According to Sadiman, et al. (2014), media is anything which can be used for conveying message to receiver, so it can stimulate students' intelligence, feeling, attention and interest while teaching and learning process happen. That is why media is one of learning source which can help tranfer idea. In developing a media, the reseacher must know the characteritics of the students. In this case, the reseacher takes young learners as the subject. Young learners in their level is still loving thing which has image, sounds, games and others. The media could be

useful for young learners and they can learn English vocabulary while playing their mobile phone.

2.2.1 Need Analysis

Need analysis is the process of identifying and evaluating the learner's need in order to adapt with the learner requirement. According to Songhori (2008) needs analysis has a crucial role in the process of designing and carrying out any language course, whether it is as an English for Spesific Purpose (ESP) or general English course. Need analysis ensures that training programs are developed based on identified needs. If the reseacher does not through analysis of the learners and the learning environment, training program will be not successful. Based on Hunchinson and Waters (1987) need is divided into two majors, they are target needs and learning needs.

2.2.1.1 Target Need

Hutchinson and Waters (1987) defines target needs as an analysis that should be investigated in order to find out what are the learners need to do in target situation. There are three cases that should be attention at the target situation:

a. *Necessities*

This type of need established from the require of target situation. It includes what the learner has to know in order to function effectively in that situation.

b. *Lack*

Analyzing target need cannot be done completely if we are only pay attention to necessity. This type of need identifies what are the learner already knows, so we can consider what necessities are missing.

c. *Wants*

It also well known as subjective needs analysis because these needs are very personal and based on the learners perceived needs. Learners perceived need are very important factor in motivating the learners to learn the subject such as vocabulary. For example, the teacher should provides media that appropriate with the students expectation.

2.2.1.2 Learning Need

Learners need are very important thing to do in order to find out what are needed by the learners to help them increase their motivation, as well as their attention when teaching and learning occurs based on Hutchinson and Waters (1987). There are several questions which needed to be considered when analyzing the learners needs including; why are the learners taking the course?, how do the learners learn?, What resources are available?, who are the learners? and so forth. These questions are necessary to determine the condition as well as their needs to learn English. Unlimately, the target need and learner needs are two elements of need analysis which should be investigated.

2.3 Android Platform

Android is the system operation developed by Google Inc. According to Safaat (2012) Android as a first mobile platform that *complete, open source,* and *free* platform. Android as *complete plaform*: android is safe system operation and Android developers provide many tools for developing software, also enable for developing application. Android as *open source*: developer can free develop application. Android as *free platform*, because there are no license, royalty, and special membership cost for developing program. There are many kinds of android application such as for education, simulation, games, and many others with colorfull application.

2.4 Young Learners

Based on this research, young learners are children who aged 9-10 years old that usually belong to students in the 4th grade, where the students are able to do reasoning toward concrete or real thing and classify the concrete objects.

2.4.1 Definition of Young Learners

Young learners are children of 6-12 years old of age elementary stage. Erwin, et al (2011) state that young learners are students who learn in the early stages and they could continue to higher levels depends on their ability.

2.4.2 The Characteristic of Young Learners

Harmer (2001) claimed that young learners,especially those up to the ages of nine or ten, learn differently from older children, adolescents, and adults in the following ways:

a. They respond to meaning even if they do not understand individual words.

b. They often learn indirectly rather than directly – that is they take in information from all sides, learning from everything around then rather than only focusing on the precise topic they are being taught.

c. Their understanding comes not just from explanation, but also from what they see and hear, crucially, and have a chance to touch and intract with,

d. They generally display an enthusiasm for learning and curiosity about the world around them.

e. They have a need for individual attention and approval from the teacher,

f. They are keen to talk about themselves, and respond well to learning that uses themselves and their own lives as main topic in the classroom.

g. They have a limited attention span; unless activities are extremely engaging they can easily get bored, losing interest after ten minutes or so.

2.4.3 English for Young Learners

English is a language which is designed as an international language. Learning English is best to be taught from an early age. It is beacuse young learners are more easy to absorb what is taught or learned than adult learners. In additing, young learners have more opportunity and time than adult learners. they are not ashame to make mistake in pronouncing words or writing, and others. In

learning English, young learners must master amount of vocabulary first. It is beacuse vocabulary is an important component which must be mastered by the students, in order to enable them to learn other components and English skills. Vocabulary which is taught to young learners are still associated with the vocabulary of environment around them, such as classroom, hobbies, occupation.

2.5 Previous Study

Review of previous study is made in order to avoid imitation. This study intends to develop English vocabulary games (*Word Shooting)* using android platform for young learners in 4th grade who aged 9-10 years old.

Another study which uses Android platform with the title of animals' gallery application for learning English students aged 5-8 years old using android 2.2 is done by Zulfikri (2012). In his study, he developed android application for 5-8 years old, but his application only provide topic about animal and material for comprehension. The result shows that most of the students are interesed.

Related to this study, the reseacher tries to find different subject material and subject of the study. In the reseacher studies, she will develop vocabulary games for young learners by using android platform. In her application, the reseacher not only provide game also mini dictionary. English vocabulary game equipped with pronounciation to help young learners learn how to spell it well.

The differentciate between the reseachers' product with the other media or application which is exist now is the reseachers' product not only help the student learn about vocabulary while they are play game, but also help them learn how to spell and pronoun the word as well.

This study emphasizes on the use of word shooting to learn vocabulary and use research and development as a research design. Now, the researcher tries to use android platform as media to learn vocabulary entitled *Developing Vocabulary Games for Young Learners by Using Android Platform: Word Shooting* will be discussed further in this study.