CHAPTER I

INTRODUCTION

1.1   Background of The Study

In globalization era, almost all communications using English therefore we have to learn English whether we like it or not and it could be better if it is started earlier, that is in primary school. Based on Suyanto (2004), English has been taught at State Elementary School for 10 years (or 14 years until 2008). It is too late for us if we compare it with other countries which have taught English to children since in 1950's. It is the time to introduce English appropriately with their needs, such as; learning vocabulary related to anything around them, drawing, singing, playing, and storytelling.

Vocabulary plays an important role in learning English process. For the primary school students, vocabulary is the necessary lesson which can be the basic that links to four skills; those are listening, reading, speaking, and writing. There are so many ways to learn vocabulary. There are some researchers (Uberman, 1998; Huyen & Nga, 2000) who have analyzed the effectiveness of learning vocabulary through games like; Hangman, Simon says, Word Puzzles, Snakes and Ladders, etc. The result showed that games have given good progress for students in learning vocabulary.

Nowadays, those kinds of games have been applied using computer. Computer is not an odd thing anymore for children. Most of schools have been facilitated sets of computers which used to introduce computer and also how to operate it so that now, not only the adult people who can operate it but also the children can do the same thing. Unfortunately, most of people think that the function of computer is only to help them in typing the kinds of documents, browsing or chatting in internet, and also playing games. They do not really know that it has other functions such as operating multimedia CD-ROM that provides materials which especially can help them in learning some other things as like language, science, etc. It has been cleared by Warschauer (1996) who stated that a computer has several functions; are as a tool for discussion and interaction, as a tutor for drilling and practicing, as a tool for writing and research, as medium of global communication, and as a source of limitless authentic material. Some researchers have developed English vocabulary material for the students in their countries like Chujo, et.al (2004) who have developed using E-Learning material which selected 600 words which combined with pictures. In Indonesia, it looked like less the attractive method in learning English.

CALL is a way in teaching and learning second or foreign language which uses computer as the media. It is designed to help students in learning languages. It has developed over the last 30 years. In Indonesia, CALL has been introduced and applied as language learning media by

bamboomedia which offers games as the media in learning vocabulary and also we have ever heard *edugames* which offers the similar thing and even both of them not only developed the media for learning language but also learning mathematics. Although it has been so popular yet in Indonesia, people begin to bend on CALL.

After interviewing the teacher of the 3rd grade, the researcher found that the problem of the 3rd grade students is about vocabulary. When the teacher introduced several vocabularies in current meeting, then the students often forget if the teacher asked them again about vocabularies at previous meeting. That should be highlighted because at 3rd grade, the students need to know more vocabularies so that would be easier for them to learn English to the next grade. Because of that reason, the researcher decides to develop the English vocabulary material using CALL which intent to introduce more on the other way in learning language and it is expected can make the students feel fun in learning English.

1.2   Statement of the Problem

According to the background above, the problem statement is *How is the English vocabulary material using CALL Instruction on the 3rd grade students of SD Muhammadiyah Manyar GKB developed?*

1.3   **The Purpose of The Study**

The purpose of the study is to develop English vocabulary material using CALL instruction on the 3rd Grade of SD Muhammadiyah Manyar GKB students.

1.4   **The Significance of The Study**

The result of this research is expected to give contribution to teaching and learning of English vocabulary acquisition, and give benefit for the school generally, the teacher, students, readers and also researchers.

For *the teacher*, it is expected that this study can be as one of the methods in teaching vocabulary, so the teachers can combine it with other sources. For *the students*, the researcher also hopes it can motivate them to learn English vocabulary more using other method. The students can also learn new thing not only vocabulary but also the way to operate computer and the researcher do hopes that it can be fun activity so they will not feel bored in learning English. Then, for *the readers*, the result of this research can be as an inspiration to develop it into another method so it can give contribution more for other especially for those people who relate to the teaching and learning process. The last, for *other researchers*, this product may also be taken into an action research to find out the effects of implementing this product in vocabulary learning.

1.5   Scope

In order to make the discussion more specific, the researcher gives the scope only in developing English vocabulary material for 2nd semester of the 3rd grade. It is assumed that it could be prepared in using for the 2nd semester.

1.6   Definition of Key terms

Developing material is a dynamic process of improvement, which implies a change, growth and advancement the English vocabulary material towards something better.

CALL or Computer Assisted Language Learning is a kind of process in learning language which uses computer as the media. In this case, CALL is used to develop English vocabulary for the 3rd grade students of SD Muhammadiyah Manyar GKB.

Vocabulary is a list or collection of words and definitions whereas this thesis discussed about the English vocabulary for the 3rd grade of primary students.

Primary Students are the learners who are commonly at the age of 6 – 12 years old.