

CHAPTER I

INTRODUCTION

1.1 Background of the Study

English teaching involves of four language skills, they are Listening, Speaking, Reading and Writing. In teaching and learning a language, there are four aspects that support four language skills above such as: grammar, vocabulary, spelling and pronunciation that are also taught in English teaching and learning process. Introducing a foreign language to children is challenging and is not as giving a toy to the crying child. It happens because children are unique in their characteristics and have a special way of learning a new thing. They acquire knowledge by asking, listening to people around them and also experienced things. Through these acquiring children develop their vocabulary. As cited by Schmitt “One of language elements in learning a foreign language is mastering the vocabulary“(2000:19) in Euis Maftuhah(2008).

Students sometimes find some difficulties in the process of learning vocabulary in this case in English word, they may be confronted by words that are totally unfamiliar with them and that their problem is they have to produce language due to their lack of vocabulary. As an English teacher, we should be creative to find a good way to help them enrich their vocabulary so they will not feel bored in the class. One of the ways in by using teaching aids we can using variety of teaching

aids to explain language meaning and construction engage students in a topic or as the basic of whole activities.

PowerPoint is one of kind wonderful media technology teaching aids on tools that can be used by the teacher in teaching vocabulary of transportation. Wendy Russell said that “The presentations are comprised of slides, which may contain text, images, and other media, such as audio clips and movies. Sound effects and animated transitions can also be included to add extra appeal to the presentation”. (2000:17) in Euis Maftuhah(2008).

Many persentation softwear application are in use. Mcrosoft Power Point is the most common and user-friendly computer program in teaching and learning process. Power point is a computer tool for creating on- screen multimedia presentations or overhead transparencies (Scholnik, 1999) in Nugrahadi Dewonoto (2009). This program helps presenter to prepare an outline, slides, speaker’s notes and handouts for the audience. Even though this tool was developed for bussiness presentation, it can by very useful language in the language classroom.

Several reaseaches have conducted on using PowerPoint in teaching process. One of them was conducted by Loisel and Galer (2004) and found that students enjoy PowerPoint presentations and belive that they are effective. This means Power Point is stiiil an effective tool in classroom setting, although an effective presentation is still needed. It would seem likely that PowerPoint will soon replace transparencies as a visual aid for improve the student’s vocabulary and teaching. Power point slides are certainly an effective presentation tool.

In MI Banu Hasyim, there are problems in teaching learning process especially at third grade. At third grade is a class which has many problems not only in teaching learning but also in ability and attitude. When teaching learning process runs, almost all of the students still talk each other, do not give attention to the teacher and make a joke with their friends. Moreover, there are some students run in the middle of teaching learning process. So, almost all of the students in this class have low motivation in studying especially in learning English and there are three students get not remove in the class, they are Hario, yuanita and lia. The students' English ability is also very low.

All of those problems above make English teacher feels uncomfortable to teach. Because of that the teacher just uses traditional method; the teacher only read the material and asks the students to give attention to her during the teaching learning process. Then, the teacher asks them to finish the exercise in their book. Based on all the problems above, the researcher wants to use an action research study by using AGPA to solve all problems that happened in that class.

The writer has several reasons for choosing this topic. First, she thinks that young learners or children need a way to help them to memorize the word easily and one of the effective ways to help children easily in memorizing and also increasing their vocabulary of as a kind of media technology teaching in the classroom. PowerPoint can increase children vocabulary achievement earlier especially for the new words because it consists of colorful pictures and words. Second, she has idea to combine PowerPoint with the other application such as game(taken from hanggoro, and hotpotatoes games. It makes by the writer) and audio(taken from google translate). So the writer use AGPA (Application Game

Power Point Audio) Because it offers a challenge that will motivate the students to try to fulfill the game and the sounds. It gives much opportunity for the students to practice and repeat the sentence pattern and vocabulary. Besides, AGPA is a combination application with a game, audio input to the microsoft power point that will makes the teaching-learning process more attractive than before. games also provide wonderful atmosphere in the student's vocabulary class. The students will feel fun, relaxed and enjoyable, and they will memorize the vocabulary in different way, that is by rewriting them. PowerPoint presentations or AGPA can be used in many ways in the elementary classroom as well as in other classrooms. Presentations can be used for initial teaching, for practice and drilling, for games, for reviews, and for tests. Games are a good way to review and practice English. Teachers can use PowerPoint to create their own games to use in the classroom. Once a game has been created, it can be reused by the author or shared with other teachers and teacher can input the Audio in their presentation.

1.2 Problem Statement

Based on the background of the study, the writer formulates the problem as follow: How can AGPA (Application Game Power Point Audio) improve the students' vocabulary at third grade of MI BANU HASYIM?

1.3 Purpose of the Study

The purpose of this research is to improve the students' vocabulary through AGPA (Application Game Power Point Audio) at third grade of MI BANU HASYIM.

1.4 Significance of the Study

In this study, the researcher expects that it will be useful in English teaching process, especially in teaching vocabulary. There are two kinds of benefits in this research, theoretically and practically.

The Theoretical benefit. This research will enrich the study on vocabulary teaching especially on AGPA (Application Game Powerpoint Audio), The result can contribute to applied particularly language teaching and words.

The Practical benefit. It helps the teacher increase the students' vocabulary and help the students in increasing their vocabulary. Other teachers can adopt the technique to be implemented in their vocabulary class.

1.5 Scope and Limitation

In this research, the writer concerned to the process of teaching vocabulary of AGPA (Application Game Powerpoint Audio) to improve students' vocabulary. Then, the researcher wants to find out whether there are any difficulties faced by teacher during the teaching and learning process using AGPA (Application Game

Powerpoint Audio) as a media technology teaching aid in classroom and also to find out the causes of teaches difficulties in improving their vocabulary of AGPA (Application Game Powerpoint Audio). The vocabulary can take from the dictionary, internet or text book based on the English teaching curriculum.

1.6 Definition of Key Terms

Here the writer will present the explanation of key words to avoid misinterpretation, and the key words that are necessary to be defined in this research are:

1. Vocabulary : A list of words which has meaning with different teaching strategy.
2. Application Software : The software application of technology is a computer program that serves to perform specific tasks such as making a game with PowerPoint.
3. Game : Game is an activity that makes students fun, entertained and interested such as Hangoroo and Hotpotatoes games.
4. PowerPoint : PowerPoint is a presentation software from Microsoft Office. Microsoft's PowerPoint creates presentation by combining text, images, charts and graphic elements in a "slide" format. It is probably the most common and easiest to use" Digital Presentation" software.

5. Audio : Audio includes anything we can hear such as a person's voice, music, mechanical sounds, noise and so on. It may be live or recorded.
6. AGPA (Application Game PowerPoint Audio) : AGPA (Application Game Power Point Audio) is combination tool of application with a game (taken from hangooro and hotpotatoes games) It makes by the writer, audio (taken from google translate)input to the microsoft power point that will makes the teaching-learning process more attractive than before, it can be an excellent tool to use in the classroom to practice, review, and learn new content. Students seem to love it because it's exciting and is a non-traditional teaching technique.