

CHAPTER II

REVIEW OF RELATED LITERATURE

In this chapter, some literatures related to the study are review in order to help clarify the present study. It will deal (1) vocabulary (2) AGPA, and (3) review of previous study.

2.1 Vocabulary

Vocabulary is central to language and of critical importance to typical language learner without a sufficient vocabulary; one cannot communication effectively or express his ideas in both oral and written form. Vocabularies become central to any language acquisition process especially in introducing and consolidating new lexical items. Based on explanation above vocabulary is always related to word. In learning language vocabulary is one step to know the words, understanding the meaning and used them in sentence. In learning English, vocabulary plays importance role in the four English language skills, like what Schmite and Mc Carthy (1997; 6) say that vocabulary has an importance role in language skills. In listening ability, vocabulary gives easiness for the learners to comprehend what the other person speaks. In speaking and writing, vocabulary gives easiness for the learners to expand their ideas. In reading, vocabulary gives easiness for the learners comprehend the text.

Vocabulary in my study want to improve the students' understanding about new words and rewrite very simple words, frase or sentences about foods,home

and things by using AGPA and I agree according to Schmite and Mc Carthy about their explanation.

2.2 Teaching Vocabulary For Young Learners

Teaching vocabulary for young learners refer to teach children aged 8 to 9 years old. Problem while teaching children on that age is how to motivate them; attract and interact with them so that they would be able to follow the lesson well and pay attention to the teacher and lesson as well. learner in school age: 7 above might have receptive knowledge of a wider range of vocabulary as mentioned in an article by Solange Moras 2001 with the title: Teaching Vocabulary To Advanced Students: A Lexical Approach “Students might even have a receptive knowledge of a wider range of vocabulary, which means they can recognize the item and recognize its meaning” (Moras, 2001:1).

According to Piaget children aged seven to eleven learn more from their physical experiences (Robert 2008). Piaget also mention that children aged seven to eleven is in concrete operation stage: “Children ages 7 to 11, as physical experience accumulates, accommodation is increased. The child begins to think abstractly and conceptualize, creating logical structures that explain his or her physical experiences” From this theory the writer believe that gesture is included in children’s physical experiences and agree that teaching vocabulary using gesture is suitable for children age’s seven to eleven because by using gesture the teacher gives new physical experiences to the students which enlarge their knowledge as well.

2.3 Improving Vocabulary

In studying English, vocabulary becomes the important key to increase students' ability in spoken and written language in English. To develop students' ability in both of them, the English teacher must be able to increase their ability in vocabulary. So the teachers' ability in improving students' vocabulary is very important. To improve students' vocabulary, the teacher must have great strategy in teaching them to motivate them and make them enjoy in learning vocabulary in the class. The improvement of students' vocabulary can be known from the increase of students' vocabulary before and after the teacher gives the treatment.

2.4 The Principles of AGPA

AGPA (Application Game Power Point Audio) is a combination tool of application with a game, audio input to the Microsoft Power Point. Microsoft Power Point is a presentation program developed by Microsoft. It is part of the Microsoft Office systems. It is widely used by business people, educators, students and trainers and is among the most prevalent forms of persuasion technology. Beginning with Microsoft Office 2003, Microsoft revised branding to emphasize Power Point's identity as a component within the office suite. Microsoft began calling it Microsoft Office Power Point instead of merely Microsoft Power Point. The current version is Microsoft Office Power Point 2007. As a part of the Microsoft Office suite, Power Point has become the world's most widely used presentation program. It also has become the dominant presentation tool in our professional and educational world (Loisel & Galer, 2004). As cited in Bozarth (2007:2), according to Brian Chapman of Brandon Hall Research (2005), Power

Point is the most popular e-learning tool. Used by itself or in conjunction with a Power Point- based add-on authoring tool (such as Articulate Presenter), Power Point also is being used for e-learning purposes by many small firms as well as large organization. Microsoft Office Power Point has many tools such as Audio and hyperlink. It is combination tool to use AGPA.

2.5 The Procedure of Teaching Vocabulary Using AGPA

2.5.1 Preparation

Before the teacher entered the class, she must prepare her lesson plan and the material will teach to the students. She also brings the materials, such as laptop or computer, sound and projector to the classroom.

2.5.2 Application

The teacher usually starts the lesson by greeting the student and checking the attendance list. It is support by the result of the using this strategy that he teacher always greet the student when they start the lesson. The activities during the teaching and learning process the classroom.

a) Classroom

The teachers prepare the picture and text about vocabulary such as clothes, trasportation and game input in the PowerPoint add with the sounds and show to the student.

b) Teacher's Explanation

Teacher explains the lesson by reading the text carefully. Then, the teacher gives the material to the students to write the difficult or strange words. This is the patterns apply by the teacher in teaching vocabulary of many things and game with good sounds through AGPA are:

1. Greeting the students and asking some questions related to the students condition.
2. Prepare about AGPA such as Laptop, sound and LCD.
3. Make some games such as hangooro and hot potatoes game.
4. After make some games, we write word in the power point.
5. Next we block the word and open insert choose hyperlink tool.
6. We can take games into powerpoint such as hangoroo and hot potatoes games.
7. We can Create about the game and have pictures with sound to match or blank word each sentence or word . "This is Ani's car." Or. "C_R".
8. Showing AGPA to the students after that give a clue about that word and then ask the students to mention a letter. If it is correct, The teacher must write it on the line (they mention letter l, The teacher write that letter on the line (_ _ R)). But if the letter is incorrect, the teacher must write that letter at the bottom of the first line (they mention letter C, the teacher write that letter at the bottom of the first line) the students guest word and have them write all words associated with that word and group those words.
9. Explaining the meaning of the words and pronouncing it.

10. Evaluating the lesson by asking some questions related to the topic and asking some vocabularies that they learn.
11. Closing the lesson by greeting and asking the students' feeling about teaching and learning process of vocabulary by using AGPA.

2.6 Previous Studies

There are relevant previous researchers to prove the originality of this research. The first researcher is Don L. Fisher (2005). His research is entitled Using PowerPoint for ESL Teaching. The writer suggests that the powerpoint as one of the alternatives of the technique in teaching vocabulary. This result hopefully would motivate teachers to use PowerPoint Teaching Method in their classroom, especially when teaching vocabulary to First year students of elementary school. The second researcher is Euis Maftuhah (2009) who conducted a research entitled "Teaching vocabulary of transportation through powerpoint to improve student's memorizing." The researcher uses PowerPoint because this strategy is good and it can improve the students' memorizing for students at elementary school. The third researcher is Nur Hidayat (2011) who conducted a research entitled "The use of hangaroo to improve students' vocabulary at seventh grade in sunan giri junior high school." The researcher uses hangaroo because it can improve the students' vocabulary and help the students to memorize vocabulary easier.

In the result the writer knows that PowerPoint is excellent tool to use in the classroom to practice and game is interesting media for teaching learning

especially in learning English. Students seem to love it because it's exciting and is a non-traditional teaching technique. Because of that, the researcher is interesting in conducting the similar research by using different model of Power Point and game so the researcher wants to combine Application of Power Point to encrease the students' vocabulary with use AGPA (Application Game Power Point Audio). It is combination tool of application with a game(such as hangooro,and hotpotatoes games), audio input to the power point that will makes the teaching-learning process more attractive than before. The researcher chooses AGPA which will be applied and she chooses MI Banu Hasyim students as the object.