

CHAPTER I

INTRODUCTION

This chapter presents a wide-ranging description of the study. It comprises the background of the study, formulation of the problem, operational definitions, the aim of the research, and significance of the study. Below is a further description.

1.1. Background of the Study

Vocabulary has a very important role in learning English. Because a rich vocabulary allows one to convey ideas, feelings, and information more precisely and clearly (Alqahtani, 2015). In addition, vocabulary affects all language skills, good reading and writing skills require a good understanding of vocabulary, a good understanding of vocabulary helps a person understand reading texts and express themselves better in writing (Dauletova & Rahimova, 2022). Then, by mastering vocabulary, one can speak more fluently and understand conversations better, listening skills are also closely related to vocabulary understanding to understand the message correctly (Dauletova & Rahimova, 2022). It cannot be denied that vocabulary is indeed very important for English learning, but in teaching it, teachers face difficulties in choosing and using suitable vocabulary teaching methods (Nation, 2022).

However, seeing this issue, many vocabulary teaching methods can be used, one of the methods and teaching tools that can be used is flashcard game. Flashcard game is a teaching method in the form of an educational game that uses flashcards as a vocabulary teaching tools (Oanh & Thanh Dung, 2022). Flashcard game makes learning interactive and fun, in addition to visualization that can strengthen students' memory of vocabulary and facilitate understanding of word meaning (Bahruddin, 2015), effective repetition in flashcard games also helps students strengthen vocabulary memory and improve retention (Bahruddin, 2015), students also become more active and involved in learning when participating directly in flashcard games. The

researcher found that some teachers in one of the English language courses in Tasikmalaya always use flashcard game as a media to teach vocabulary to their students who are mostly from elementary school or young learners. Learning using flashcard game begins with introducing flashcards by showing flashcards one by one and then the teacher spells out the writing of a vocabulary. The flashcard game starts with rock paper scissor game, the teacher and students will compete with each other to take the flashcard game quickly and accurately.

Several studies have been conducted on the usefulness of flashcards in teaching vocabulary to young learners. Hong and Huan (2019) conducted a study on teachers' perceptions of teaching vocabulary through flashcards. The results showed that teachers perceived the use of flashcards in teaching as providing many benefits and being a positive thing to use in teaching English seen by how young learners can improve and increase a lot of vocabulary easily. Another study was done by Widya et al. (2020), the research shows that there is experience when teaching using flashcards, namely the impact of using flashcards in teaching and challenges or difficulties when teaching vocabulary using flashcards. In this study, it was found that using flashcards really helps teachers teach vocabulary and also makes it easier for students to learn vocabulary, but their use of flashcards is still not varied. Matruty and Que (2021) also agree that in learning, teachers should be able to facilitate media that can help students to overcome their problems in learning vocabulary and the media is flashcards, they suggest that flashcards can be used as interesting as possible for learning in the classroom. To fill the gap, although there have been many studies related to flashcards, nevertheless, this study focuses more on how the teacher uses flashcards in the form of a game to teach vocabulary to young learners. In this research, the researcher investigates the use of flashcard games as a variation in the use of flashcards in teaching vocabulary to young learners.

1.2. Formulation of the Problem

The research question addressed in the present study is “How does the teacher use flashcard game in teaching vocabulary to young learners?”

1.3. Operational Definitions

- 1.3.1 Flashcard Game** : Flashcard game is a teaching method that involves using flashcards as interactive learning aids. The flashcards contain pictures and text to help students understand and remember information in a more interesting and fun way. The flashcard game context in this study is the use of flashcards packaged in the form of a game, flashcard game in this research is where teachers and students will interact with each other to play a game. The use of flashcard game aims to increase students' engagement, make learning more interactive, avoid translation, and improve information retention.
- 1.3.2 Teaching Vocabulary** : Teaching vocabulary is a process in which teachers teach vocabulary or a specific set of words to students. It aims to improve students' understanding of the meaning, usage, writing, and pronunciation of words in the language being taught. Teaching vocabulary will be more effective if there is no translation process from the target language to the students' first language.
- 1.3.3 Teaching Vocabulary to Young Learners** : Teaching English to young learners is a teaching approach specifically designed to provide English language learning to students who are in the students age group, usually from preschool to early primary school. Teaching English to young

learners integrates games in its lessons, and introduces vocabulary through visualization using flashcards with colorful pictures.

1.3.4 English Course : In the context of this research, the English course is an educational program designed to enhance students' proficiency in the English language, covering various aspects of language acquisition and communication. English course here refers to a course institution where students are school students from preschool to high school.

1.4. Aim of the Research

Based on the problem formulation above, this study aims to investigate the use of flashcard game in teaching vocabulary to young learners. This research will describe how the teacher uses flashcard game to teach vocabulary to young learners.

1.5. Significance of the Study

1.5.1. Theoretical Use

This research is expected to provide a theoretical contribution to strengthen previous research theories with different gaps. This research will focus more on describing how the teacher uses flashcard game in teaching vocabulary to young learners.

1.5.2. Practical Use

This research can give a practical contribution to educators and teachers where they can use flashcard game as various media to teach vocabulary to young learners. Furthermore, students will also find vocabulary learning fun.

1.5.3. Empirical Use

This research is expected to provide empirical insight regarding how the flashcard game is used by teacher to teach vocabulary to young learners.