

# CHAPTER I

## INTRODUCTION

### 1.1 Background of the Study

Since the use of electronic devices such as smartphones and other gadgets has increased among children today, many children spend their time using those devices and put their books away. Even though, these devices are good for them in learning but, in other side, it also effects their interest in reading and writing. Furthermore, it can lead to a decrease in language skills, including vocabulary and grammar.

The children feel less interested in reading might be caused by their lack of interest in reading books or other reading materials too. This can be caused by technological advances that provide many entertainment alternatives such as video games or social media. The excessive use of gadgets can interfere with a child's ability to concentrate and study well. They may have trouble focusing on schoolwork or activities that require deep attention.

As a result, children are less exposed to the wide variety of vocabulary and grammatical structures found in literature. Materials that are taught seriously and without direct or interactive experience tend to make children lose interest and motivation. Lack of appropriate resources the books available to enrich children's vocabulary and grammar may be limited or uninteresting. Some books may be too complicated or not suitable for their age, while others may not offer enough challenge to broaden their understanding of the language. Importance of language acquisition Good proficiency in vocabulary and grammar is an important basis for understanding, communicating, and expressing oneself well. Having strong language skills from an early age can provide benefits in the educational process and in the future of children.

Based on the background of this problem, "The Making of Vocabulary Challenge Book for Children" aims to overcome this problem by providing interesting and interactive book, especially designed for children. This book will

resent vocabulary material in the form of interesting pictures, puzzles a games, related to vocabulary. With a playful approach, this book hopes to increase children's interest in learning English vocabulary and help them develop strong language skills from an early age

### **1.2 Formulation of the Study**

Based on the background that has been explained previously, formulation of the problem is: “How are the processes of making the vocabulary challenge book for children?”.

### **1.3 Limitation of the Study**

The product design was contain 9 topics of vocabulary such as animal, body, color, transportation, fruit, vegetable, job & occupation, synonym, antonym vocabulary for children in elementary. Each topic will be provided with word meaning, spelling quis, crossword, Jumble word, Matching quiz.

### **1.4 Purpose of the Study**

The purpose of this study was to make a vocabulary challenge book for children.

### **1.5 Significances of the Study**

1. For the students (children), this book was expected to help them to understand English especially the vocabulary and grammar. With the English exercises provided, students can improve their understanding of grammar and vocabulary, including sentence structure, tenses, singular-plural, synonyms, antonyms, etc.
2. For the teachers, this book can assisted them in giving their students supplementary material with interesting and colorful exercises. Then, this book can also be used by the teacher and students to spend their time inside or outside the class to learning English.