

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusions

In this chapter, the writer would like to conclude of the research based on the data obtained and the hypothesis submitted at the previous chapter as follow:

1. Word games make students more active, enjoy and enthusiastic. Word games also help students in learning English especially vocabulary. Help students to know the meaning of word and pronounce. So, use word games as a teaching method is can help students on vocabulary. The mean result of experiment class which use word games is higher than the mean of controlled class which use without word games. The students of experiment class is more active, so they enjoy the class. In control class the students seem less motivation and these all can seen from the result of the research which is held by the writer.

2. The students of experiment class it is have the effect of word games because they show the increase of word games on vocabulary. While, for the students of controlled class they do not show the increase of word games as well. So, the effect of word games on teaching vocabulary there is have influence effect.

The result of analysis data in the research, showed that the value of t_0 is bigger than t_t at significance level it means that the alternative hypothesis (H_a) is accepted and null hypothesis (H_0) is rejected. Thus there is different effect between students vocabulary were taught by using Word Games and without Word Games.

B. Suggestion

Based on the result of the research about the Effect of Using Word Games on Teaching Vocabulary at The Elementary School In SDIT Bani Insani the writer would like to give some suggestion.

1. Suggestion for the Teacher

- a. Word Games is a good media or strategies that can help the students to mastery English Vocabulary, where the students can be stimulated to remember the word. So Word Games is a media or technique to be used in teaching process especially in English Vocabulary.
- b. The teacher should not use monotonous media in teaching process. A teacher should choose appropriate media that can help the students to be more active in classroom.

2. Suggestion for the Students

The students should study hard and do more practice in speaking English to improve their English Vocabulary. They were should be active and creative in learning activity.

3. Suggestion for the Other Researchers

In this research the writer used Word Games on Teaching Vocabulary to help students of elementary school especially in English Vocabulary. The next writer can conduct this media or strategy on different levels of students and other skills.