

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

In this chapter the researcher will present an explanation of the conclusions from the data generated and suggestions specifically for teachers, students and researchers who will develop research on the use of pictorial game as a technique or media towards students vocabulary mastery.

#### **A. Conclusion**

The conclusion from the research's findings can be presented by the scores obtained from the research's findings in the experimental class and the control class, where differences in the results of the scores were discovered. The information was seen from the results of the post-test and pre-test in each class following treatment. Which is the scores obtained in the experimental class were the mean of the score in the post-test is 80.93, this result is higher than the score obtained in the post-test in the control class which the mean score was 68.15. Meanwhile, the mean score of pre-test in the experimental class is 60.31 and the pre-test in the control class is 47.81.

If there are any significant differences between the pre-test and post-test in the classroom learning process when utilizing the Pictionary game or not, they may be seen from the results of the data analysis from the experimental class and control class. The researcher compare it with  $t_t$  the value of  $t_o$  (observation) is higher than  $t_t$  ( $t_{table}$ ), from significance 5%  $t_{observation} = 7.51$   $t_{table} = 1.67$  or  $t_{observation} 7.51 > 1.67$  and significance 1%  $t_{observation} = 7.51$   $t_{table} = 2,38$  or  $t_{observation} 7.51 > 2.38$ . The researcher got “ $t_o$ ” from the calculation is higher than  $t_{table}$  both of significance level 5% and 1%, the alternative hypothesis ( $H_a$ ) is accepted ( $H_o$ ) is rejected. In the other word, from the results of the comparison of pre-test and post-test scores from the two classes it can be concluded that using the pictionary game is considered effective in the vocabulary mastery of first grade students of SMPN 1 Petir which can be seen from the results of the analysis using t-test formula.

## **B. Suggestion**

After the research is completed, the suggestion will be submitted by the researcher accordance with the teaching and learning process, while suggestions will be submitted to:

For students: especially for the first grade of junior high school hopefully they improve their ability to vocabulary mastery, including by using a pictionary game, students will feel interested and enthusiastic about the learning method and be more enthusiastic in improving their English skills especially vocabulary, the students' of SMPN 1 Petir were motivated to learn vocabulary through the Pictionary game not only because they enjoy playing the game but also because they believe that they can learn English especially vocabulary that is not boring and fun. The students were encouraged to use their English vocabulary to communicate in daily life in order to keep the vocabulary in their minds.

Below are verses relating to the obligation to study and study and its methods. In this verse, Allah swt orders in the sense of obliging the Prophet Muhammad saw., and his people to learn and teach using good learning methods: (An-Nahl: 125)

. أَدْعُ إِلَى سَبِيلِ رَبِّكَ بِالْحُكْمَةِ وَالْمَوْعِظَةِ الْحَسَنَةِ وَجَادِلْهُمْ بِالَّتِي هِيَ أَحْسَنُ إِنَّ رَبَّكَ هُوَ أَعْلَمُ بِمَنْ ضَلَّ عَنْ سَبِيلِهِ وَهُوَ أَعْلَمُ بِالْمُهْتَدِينَ.

“Call (people) to the way of your Lord with wisdom and good teaching, and argue with them in a good way. Surely your Lord, He is

the one who knows best who has strayed from His way and He knows best who is guided.”

For teachers: In order to create an engaging learning environment, teachers must also be more creative and innovative in their approach to teaching. One such example is the use of word games like Pictionary game in the classroom. This game can be incorporated into the learning process in an effort to enriching students' vocabulary mastery.

For schools: hopefully schools can provide support and facilitate every learning media needed by teachers and students, such that the process of teaching and learning becomes engaging and enjoyable.

For other writers: I hopes that in the future the other writer can develop other research by presenting effective learning strategies so that they can be used by every English teacher.

The researcher implemented the suggestions made after doing the research, besides that the researcher hope that the suggestions given can be useful and positive in order to be able towards students vocabulary mastery in the process of learning English at SMPN 1 Petir.