

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. CONCLUSION

After accomplishing the entire steps of the quantitative research method, the writer made the conclusion and suggestion based on the result of this research.

1. Before giving treatment the researcher conducted preliminary research. The researcher found that students' problems in mastering vocabulary at the eight grade of MTs Al-Ma'arif Rancalutung, Serang Regency were as follow: (a) a few students are not interested in learning English. (b) a few students have low motivation in learning English. (c) lack of vocabulary faced by students. (d) students are not familiar with vocabulary around themselves. (e) students are do not know the objective of learning vocabulary at school. (f) traditional method made students feel bored in learning vocabulary. The researcher got mean score of pre-test was 63.33 from experiment class and 55.16 from control class.
2. The researcher gave treatment used Scattergories card game to the experimental class: (a) The teacher divides students into five

team (b) The teacher introduces students to understanding the rules of Scattergories card game and the benefits of using Scattergories card game in learning English. (c) Give each team a question sheet, an answer sheet, and a pencil. (d) Shuffle cards and pick five category to write into the question sheet. (e) To start the game the teacher needs to pick the letter. (f) All teams quickly looked for the vocabulary, answer must fit the category and begin with the letter picked from the teacher. (allowed to open dictionary) (g) Scoring: Have the teams read their answer out loud. Teams correct their own answer sheets by putting 1 score for the answer that does not match any other teams' answer. Continue reading answers until all five categories have been scored.

3. Based on the research finding in the previous chapter, it explained that Scattergories card game is effective towards students' vocabulary knowledge. Based on the result of the data, the students' mean score of post-test in experimental class is 79.00 which is higher than the mean score of students' post-test in controlled class that is 66.00. Furthermore, the statistical calculation from independent sample t-test shows that Sig. (2-tailed) (p) is 0.000 while alpha (α) is 0.05 (5%). In short, $p < \alpha$, it

indicates that the null hypothesis (H_0) is rejected and the alternative hypothesis (H_a) is accepted because 0.000 is lower than 0.05. Furthermore, to know the size of the effectiveness of the game, the researcher calculated the effect size which refers to Cohen's d formula. From the calculation, it is found that the effect size of the study was 17.49. It can be inferred that the level effect ranged is at a strong level. it can be concluded that there is a significant difference in the post-test between experimental class and controlled class. It means, there is a significant effect of using Scattergories card game towards students' vocabulary knowledge at the Eighth grade of MTs Al Ma'arif Rancalutung, Serang Regency.

B. SUGGESTIONS

In the last sub-chapter, the researcher admits that this study is far from perfect. However, the researcher believes that this study also has contribution especially in overcoming students' problems in mastering vocabulary. The last but not least, the researcher wants to sum up this study by giving some suggestion for those who may concern or have responsibility to students' vocabulary mastery development. The

suggestions are directed toward the teacher, students, or other researchers who conducted the same study.

1. For English Teachers

- a. The teacher can find out the right and more interesting strategy in teaching vocabulary for students.
- b. Teacher could use game such as Scattergories card game in their teaching process.
- c. Scattergories card game can be applied not only in teaching English but also in other language teaching.

2. For students

- a. Students should use their English vocabulary to communicate in daily life in order to keep vocabulary in their mind.
- b. Students can learn vocabulary in more interesting ways with their classmates using Scattergories card game.

3. For other Researchers

- a. To get more accurate data, the researcher suggests conducting research on several schools.
- b. It will help other researcher to find out many interesting strategies in learning vocabulary for students in order the students can learn vocabulary easily and fun.