CHAPTER V
CONCLUSION AND SUGGESTION

A. Conclusion

After the writer conducted this research about “The effectiveness of Simon Says game toward students’ vocabulary” at second grade of Mts Al-Fath Cilegon, the writer concluded:

1. the students’ vocabulary at second grade of Mts Al-Fath Cilegon before given the treatment is low, while the students’ score after given the treatment was high, and the used of Simon Say game strategy more effective on vocabulary.

2. the application of Simon Says game in students’ vocabulary at second grade of Mts Al-Fath Cilegon can be used create more interesting activity in the learning process. Students then have time to work independently to feel in there Simon Says game. Simon Says game is one of strategy of teaching which can give positive effect on students’ vocabulary.

3. The third, there was effective of using Simon Says game strategy toward students’ vocabulary. The result shows of
experiment class is mean of pre-test score 73.5 and post-test score 90.3. The result of control class is mean of pre-test score 49.3 and post-test score 76.5. The calculation above, it’s know that $t_{table}$ with level significance 5% = 1.67 and with level significance 1% = 2.39 so $t_{account} = 5.54$. So, 1.67 < 5.54 and > 2.39. It’s mean that $t_{e} > t_{i}$ and the writer concluded the alternative hypothesis is accepted. In practice, it means that there is a significant from effectiveness of students’ vocabulary through Simon Says game.

**B. Suggestion**

Based on conclusion above, it can be delivered some suggestions that might be useful. The suggestion are for teacher, students, and for researcher. As follow:

1. For the teacher
   a. The teacher must look for some interesting ways to teach vocabulary in order the students do not feel bored in learning vocabulary.
   b. The teacher must be pay attention to students and find their mistakes, so the teacher improves the decrease that is found in students.
c. The teacher should be active and creative in order the students do not feel bored. Game will improve the students’ creativity in learning English lesson.

d. The teacher should be active in communication and speaking English to students and must be give motivation.

2. For school

a. Add the equipment that can support the improvement of study and teacher in teaching and learning process. Especially in English lesson such as language laboratory, media, comfortable class.

b. Develop the students’ skill through some activities that can improve students’ ability in vocabulary such as puzzle competition, English club, playing educated game and many more.

3. For the next researcher can continue this research in the future, it’s suggested to other researcher to carry out to further studies of improving vocabulary.