

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the result of this research, the researcher found that the use observe and remember game is effective to improve students vocabulary at the second grade of assa'adah Islamic boarding school. It is proved by means score between the students' pre-test and post-test, that mean score of post-test (86.2) was higher than pre-test (56.8). from the analysis, the researcher conclude that where was a significant difference between pre-test and post-test in improving students vocabulary by using observe and remember game. Based on the analysis data using the t test, it shows that $t_o > t_t$ or $4.92 > 1,67$. It means H_a is accepted dan H_o is rejected. its means that using observe and remember game was effective to improve students vocabulary in the second grade of Assa'adah Islamic Boarding School.

B. Suggestion

After conducting research on the effectiveness of observe and remember game use in teaching vocabulary. The researcher gave several suggest, namely:

a. For the teacher

1. Teachers can apply observe and remember game in teaching vocabulary especially nouns as effective way to make the students easy to understand.
2. The teacher have to be able create a situation during the teaching learning process in the classroom, so that the students wiill be interested in learning english.
3. The teacher should be use model in the class like games, media, etc. So that the students will not bored during the teaching learning process.

b. For the students

It is suggested to practice their vocabularies regularly and know the meaning of the words. That will make them easier to understand what their teacher said and about the lesson. By learning vocabulary by using observe and remember game, the students can take some new method to learn English with fun.

c. For the future researchers

This research gave the researcher an experience of conduting a teaching and learning research which basically important for the development of the researcher's competences. This research gave opportunity for the researcher to apply what had been earned from academic learning and

game contribution to solve real problem in the field. Moreover it will also give advantage to another researcher who takes the same topic to use this research as references to conduct the research.