

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

Based on the result of using T-test formula, it can be interpreted that from the result of the analysis of the research, it is proven that the students' score of student's vocabulary after taught by using board games is better than before taught by board games. It can be seen from the score of  $t_o$  is higher than  $t_{table}$ . From the result of statistical calculation, it can be seen that the value of  $t_o$  or  $t_{test}$  is 43.30 and the degree of freedom ( $df$ ) was 62. The value of  $t$  in the degree of freedom of 62 and at the degree of significance 1% or  $t_{table}$  of  $df$  62  $\alpha=0.01$  with  $t(1-\frac{1}{2}\alpha)$  or  $t_{(0,995)}$  is 2,640. The result showed that  $t\text{-test } (t_o) > t\text{-table } (t_t)$  ( $43.30 > 2.640$ ). It means that  $H_o$  is rejected and  $H_a$  is accepted. So, the writer concluded that using board game is effective to improve students' vocabulary.

#### B. Suggestion

English teachers should understand that they need interesting techniques in the learning process to increase students' motivation to learn. English teachers at SMP Islam Da'ar El-Arqam. can primarily use board games for English lessons. Teachers can design games with different coloured markers to make them colourful. And also find other topics related to previous lessons so that they can easily remember every word taught by the teacher. Also, for the students, students need to improve their vocabulary and practice what they have learned from their teachers wherever and whenever they want.