

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

The researcher has followed the procedure to draw conclusion after calculation both descriptive statistic and inferential statistic. The researcher found that :

1. The result of post-test scores in the experimental class is 62.00 points, higher than the control class which have the post-test scores of 54.11 points. Therefore, the **board race game** was more effective in improving students' spelling proficiency compared to conventional learning methods.
2. It can be concluded that students' spelling proficiency can be improved by incorporating interactive learning tools such as **board race game**, which enhances students engagement in learning while reinforces students spelling proficiency into correct spelling through practice and teamwork by this board race games. Thus, it can be said that using of the board race game has an effective effect in improving students' english spelling proficiency.

#### B. Suggestion

Drawing from the stated conclusion previously, the following research could be the beneficial recommendations for the teachers in their role as practitioners, and also for the students as English learners, as described below.

##### 1. For Teachers

Teachers can consider new activities in teaching vocabulary which can also improve students' spelling proficiency. Using board race games in learning can

help teachers make learning activities more interesting and fun while improving students' spelling proficiency.

## 2. For Students

By carrying out board race games into learning, it is aimed that students would pay more attention to the spelling of each vocabulary that has been taught, so that students know and understand each English vocabulary better and there are no longer students who don't understand English because they don't know and can't spell vocabulary correctly. In addition, by inserting games into learning, it can make learning more fun so that students don't get bored while studying.

## 3. For Other Researchers

This study may also be used as a comparator or guide for other researchers who want to reviewing the similar topic of board race games in language learning or methods for improving student's spelling proficiency.

## 4. The researcher

This research will be one of the good experiences in his life, while studying at the Department of English Language Education and will be useful as a potential source.