**CHAPTER V**

**CONCLUSION AND SUGGESTION**

1. **Conclusion**

Based on the research about “the effectiveness of using scrabble game on students’ vocabulary” at the first grade of SMAN 19 Balaraja Kabupaten Tangerang, the writer found the conclusion as follow:

1. The implementation of scrabble game was helped the students in mastering English vocabulary. They can improve achievement in vocabulary. Moreover, the implementation of scrabble game also could effectively improve the students’ motivation and improve their interest in learning English. Students were fun and enjoy when learning.
2. The use of scrabble game technique could improve the vocabulary of the first grade students of SMAN 19 Balaraja Kabupaten Tangerang. The total mean score of students in the pre-test of experimental class was 76.2 after having treatment the students mean score improve to 86.4; the writer can see that the use of scrabble game technique is influence to vocabulary of the first grade students of SMAN 19 Balaraja Kabupaten Tangerang.
3. There was significant effect of scrabble game on students’ vocabulary; it was proven by T-test result. The result was tcountttable 1.68 < 2.59 > 2.42, in degree of significant 5% and 1%. It means that Ha (Alternative Hypothesis) of the writer is accepted and HO (Null Hypothesis) is rejected.
4. **Suggestion**

Based on the conclusion above, there were some suggestions as follow:

1. For the students
2. The result of this study can help the students learn vocabulary in a good and enjoyable way.
3. Using scrabble game as the alternative motivates students in learning English.
4. The use scrabble game technique contributed significant improvement to the students’ vocabulary.
5. For the teacher
6. The teacher can use scrabble game as one of the media in teaching learning English, to motivate the students, and make the lesson is easier to be understood than nothing.
7. Teacher can use scrabble game to solve the problem in managing the class, because in learning activities the students compete each other and it make the situation in the class become crowded and sometimes disturb the other class.
8. Teacher is also accepted to give more consideration students, example the students received new vocabulary, pronounce and spelling the words.
9. For the school
10. The school should be more interested on the students’ vocabulary since the result of the research showed that the students could improve the vocabulary using scrabble game.
11. The school should give the media and complete the facility in order to make better progress achievement of English and to in teaching-learning.

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