

CHAPTER V

CONCLUSSIONS AND SUGGESTIONS

A. Conclussions

Based on the writer's research about "the effectiveness of whisper game in improving students vocabulary mastery for young learners (a quasi experimental research at fourth grade of SDN Patia 2 kab. Pandeglang)" the writer concluded that:

1. In general, the position of students' vocabulary mastery test at fourth grade of SDN Patia2 kab. Pandeglang before treatment is low. It can be known from the result of pre – test in experimental class that the highest score is 80 and the lowest is 50. And the highest pre – test for control class is 70 and the lowest is 50.
2. The use of whisper game at fourth grade of SDN Patia 2 kab. Pandeglang has been showed in descriptive of chapter IV that means score from experimental class after giving the treatment got higher score than control class ($92,51 > 76,9$). In addition, the writer got the result from the observation sheet in experimental

class before give the treatment the students easy getting bored when following the class but after the writer give the treatment the students could learn vocabulary joyful ways. The writer can conclude that the used of whisper game had significant effect to improve students' vocabulary mastery in SDN Patia 2 kab. Pandeglang, in order word, whisper game effective to improve students' vocabulary mastery.

B. Suggestions

Dealing with the conclusion, the writer would like to suggest that the writer intends to offer some suggetion which may be useful not only for teacher s but also for students as learners.

1. For teacher

- a. Vocabulary is really important for English Learner especially young learners because vocabulary is basic skill in English and without vocabulary nothing can be coveyed
- b. Teacher can overcome the problems in classroom by using game as method and make learning activity enjoyable and fun helpful for young learners' to improve vocabulary.

- c. Whisper game could be helpful for alternative improving vocabulary for young learners in the class.
 - d. Teacher is also expected to give more consideration students in the class. Example, when students received new vocabulary then the teacher can pronounce and spelling it together with the students and correct it if they are misspelling or wrong to pronounce the word.
2. For the schools
- a. The school should be more interesting in the students' English vocabulary since the results of the research showed that the students young learners could improve their vocabulary mastery using game especially whisper game.
 - b. The school should give the media and also complete the facility in order to make better progress achievement of English, and make learning activity more effective and efficient.
3. For the students
- a. There is no again word of hard to study English because there is a way for students easier and more fun you can use game to

improve your vocabulary or to improve another skills include speaking and listening.

- b. Because vocabulary is really important you can convey what you feel and what you want to another you have many vocabularies in your brain storage.