

## CHAPTER V

### CONCLUSION AND SUGGESTIONS

#### A. Conclusion

After accomplishing the entire steps of the quantitative research method, the writer made the conclusion and suggestion based on the result of this research.

1. Before giving treatment, the researcher conducted preliminary study. The researcher found that the students' problems in mastering vocabulary at the seventh grade of Islamic Junior High School 1 of Serang City were as follows: (1) Some students do not interest in learning English. (2) Some students have low motivation to learn English. (3) Some students admit that they do not know the objective of learning vocabulary at school. (4) Some students state that they are bored in learning English because, teacher delivers materials in old fashioned. (5) Some students said that the teacher never given new vocabularies which related to the instructional materials. And researcher got mean score of pre-test both of experimental class and control class was 68.83 from experimental class and 68.56 from control class. It mean that the students' vocabulary in Islamic Junior High School 1 of Serang City at seventh Grade taken as sample of the research relatively same both of experimental and control class.

2. the teacher gave the treatment used riddle game to the experimental class. (1) The teacher asked the students to listen the explanation the procedure of riddle game. But before the teaching learning process run, the teacher had been going explanation about the implementation of Riddle game their mind, in order they would understand about the technique. (2) The teacher giving the topic to the student. It means the teacher was thought them about vocabulary, automatically they had a new words. It made them easily to understand the sentence. (3) The Students' in experimental play as Riddle Game with a flash card, the students make a group, each group consist six students. in the flash card there was a feature a job, and the students' ask to guess what the professions is. the teacher gives the first clue and let the students to guess the riddles. The group who can answer the first clue will get maximum score.
3. The use of 'Riddle game' to enrich students' vocabulary mastery on Islamic Junior High School 1 of Serang City it could be seen from that means score from experimental class after giving treatment used Riddle game got higher score  $87.9 > 74.93$ .

Based on the result of t-test, the writer obtained some data, the mean of experiment group is 87.9 and the mean of control group 74.93. besides, the value of t-test is 9.06 and t-table is 1.67. moreover, the researcher compared  $t_0$  with  $t_t$  on degree of significance 5% and the result showed t-test is bigger than t-table,  $t_0 > t_t$  or  $9.06 > 1.67$ . In other words, we can draw

the conclusion that there is significant difference between group which use riddle game and group which did not use riddle game in enriching students' vocabulary.

## **B. Suggestions**

In the last sub-chapter, the researcher admits that this study is far from perfect. However, the researcher believes that this study also has contribution especially in overcoming students' problems in mastering vocabulary mastery. The last but not the least, the researcher wants to sum up this study by giving some suggestion for those who may concern or have responsibility to students' vocabulary mastery development.

1. For teacher
  - a. The teacher also should be more creative and innovative to develop teaching technique in order to create an interesting class atmosphere.
  - b. Teacher could use game such as riddle games as the word games in their teaching process.
  - c. Riddle Game can be applied in English teaching learning process, particularly the attempt of enriching students' vocabulary mastery.
2. For students
  - a. the students of Islamic Junior High School 1 of Serang City should use their English vocabulary to communicate in daily life in order to keep the vocabulary in their mind.
  - b. the students were motivated learning vocabulary through Riddle Game not only because they like play the game

but also because they feel that they can learn English especially vocabulary that is not boring and fun