CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

In this chapter, the researcher would like to conclude the research on the basis of the data obtained in the previous chapter as follows:

a. The stage of The Research

The first stage in this research is analysis, which include,s a) curriculum analysis that used in Elementary School of Panjangjaya 1. b) Teaching resources analysis that uses in the fourth grade of Panjangjaya 1. c) Material analysis in English language taught by the teacher to the students. The second stage is Design, namely by designing a navigation structure mapping and making storyboards related to the appearance of the fable book. The third development stage is to make an fable book that was designed in the previous stage (design). The fourth stage is implementation, which is the Product Feasibility Assessment (fable book) based on: a) Evaluation by expert of media in terms of product design aspects, and the benefits obtained 98% score included in the category of "strong agree" is used as a handbook. b) Expert of material in terms of material substance, learning design, and benefits obtained by a score of 97% included in the "Strong agree" category was used as a

handbook. c) the assessment of the English teacher is a joint assessment of the material expert and the media expert asked from the aspects of product design, product benefits, material substance obtained a score of 98% which falls into the "Strong agree" category used as a handbook. The last stage is evaluation, which is obtained Data Results Response of student assessment of the Fable book in terms of physical aspects, use aspects, material aspects: a) A small group trial by 5 students, and obtained a score of 93,3% which states that learning media in the category of "strong agree". b) big group trials by 30 students, 52,6% of students stated that this learning media was in the "Very Good" category and 73.08% of students stated it in the "Good" category. So that a score of 87.08 is obtained stating that learning media in the "Good / Eligible" category.

b. Test

Based on the data in the previous chapter it can be seen that using fable book as media to increase students' vocabulary mastery is effective to be used. Improving the score can be seen in the post-test, in the pre-test students' average is 56, 66% but the score improved after they got the treatment using fable book. Then, in the post-test students' average become 78, 16%. In the other hand, there

is an improvement in students' knowledge especially in vocabulary mastery.

B. Suggestion

Based on the conclusion above the researcher will give suggestion as follows:

First for the teacher, the teacher should be able to be creative in teaching English so that the students will not feel boring in learning process and the teacher should add the reference to facilitate students learning process. The fable book is recommended to use in increasing students vocabulary mastery, it will be interesting additional media.

Second, fable book can help students to increase students' vocabulary mastery, it will make the students easier to memorize new vocabulary.

Third, for the reader or the future reseacher, is expected to do better research and maximize the development of learning media or handbooks that are more effective and efficient, especially learning media needed in the English Teaching process.

REFERENCE

Alison Sealey. *"Exploring Vocabulary with Young L1 Learners: the Contribution of a Corpus.* London: University of Birmingham, 2009.

Brian Richards, Michael H. Daller, David D. Malvern; *Vocabulary Studies in First and Second Language Acquisition the Interface between Theory and Application*. New York: Martins Press, 2009.

Caroline Lines, David Nunan. *Practical English Language teaching learners"*, New York: MCCgraw –Hill Contemporary, 2005.

Depdikbud. *Garis-Garis Besar Pengajaran Bahasa Inggris*. Jakarta: Depdikbud, 1985.

Fakultas Tarbiyah dan Keguruan UIN SMH. *Pedoman Penulisan Karya Ilmiah.* Serang, 2019.

Gall D. Meredith, Gall P. Joyce. *Educational Research An Introduction seventh edition*. United State of America: Library of Congress Cataloging-in-Publication Data, 2003.

Gay. R. L, Milles E. Geoffrey, Airasian W. Petter. *Educational Research: Competencies for Analysis and Application. Thenth Edition*. Boston: Pearson, 2012.

Gulo W. *Metodologi Penelitian*. Jakarta: Gramedia Widiasarana Indonesia, 2020.

Hadfield Jill. *Intermediate Vocabulary Games*. England: Longman, 2001.

Haiyan Men. *Vocabulary Increase and Collocation Learning a Corpus-Based Cross-Sectional Study of Chinese Learners of English.* Shanghai: Shanghai Jiao Tong University Press, 2018.

Johnson Burke R, Christensen Larry. *Educational research Qualittaive, Quantitavi, Mix Approaches*. Fifth Edition. United State of America: Library of Congress Cataloging-in-Publication Data, 2014.

Linne Cameron. *Teaching Language to Young Learners*. Cambridge: Cambridge University Press, 2005.

Lotte Henrichs, Rob Schoonen, Lexical Features of Parental Academic Language Input: the Effect on Vocabulary Growth in Monolingual Dutch Children, New York: Palgrave Macmillan, 2009.

Norbert Schmitt, Mc Carthy. *Vocabulary: Description, Acquisition, and pedagogy".* Cambridge: Cambridge University Press, 2009.

Pribilova Lenka. Teaching Vocabulary to Young Learner. *Journal*. Turki: Faculty of Education Department of English Language and Literature, 2006.

Rahayu Adhariyanti Widya, Riska Yulia Sulastika. Developing English Vocabulary Learning Game. *Report of Research*. Directorate Reset, 2017.

Rahmawati Eulis. Teaching English to Young Learners Principles and Strategies. Serang: Madani, 2018.

Renandya Willi A. *English Language Teaching Today.* Switzerland: Spring Nature, 2016.

Sugiyono. *Metode Penelitian Kuantitatif, Kualitatif Dan R & D*. Bandung: Alfabeta, 2013.

Thornbury Scott. *How to Teach Vocabulary.* England: Person Longman, 2002.

Titik Harsiati, Agus Trianto, and E. Kosasih. Bahasa Indonesia. Jakarta: Kementerian Pendidikan dan Kebudayaan, 2017.

Visnja Pavicic Takac. *Vocabulary Learning Strategies and Foreign Language Acquisition*. Canada: British Library Cataloguing, 2008.

Yudhi Munadi, Media Pembelajaran. Jakarta: Referensi Grup, 2013.

Yusuf Muri A. *Metode Penelitian: Kuantitatif, Kualitatif, Dan Penelitian Gabungan*. Jakarta: PT Fajar Interpratama Mandiri, 2014.

Aqahtani, Mofareh. The Importance of Vocabulary in Language Learning and How to be thought. *International Journal of Teaching and Education III.* No 3 (2015): 22.

Muin Abdul, Aswati, Effect of Socio Affective Strategies students' self confidence in classroom spekaing activitie. *Loquen: English Studies Journal*, (2019): 92

Laufer Batia.. A Problem in Vocabulary Learning—Synophones. Downloaded at http://eltj.oxofordjournals.org. *Journal.* Univeritas of Halifa Libaray (2014).

Jhon J Pikulski, Shane Templeton, "Teaching and Developing Vocabulary: Key to Long-Term Reading Success" Journal of Houghton Miffilin Company, Vol. 24, No. 2 (2004): 1

Husniati Dian Priciyani. The Application of Jazz Chants Media in Students Vocabulary Encrichment. (Skripsi Faculty of Education and Teaching Training. Sultan Maulana Hasanuddin, Serang, 2014).

Novalia Eny. Designing Alphabet Book in Developing English Pronunciation. (Skripsi, Faculty of Education and Teaching Training, UIN Sultan Maulana Hasanuddin, Serang, 2019).

Nur Azizah. Developing Media Learning Indonesia Language. (Skripsi, Faculty of Education and Teacher Trainning UIN Maulana Malik Ibrahim, Malang 2016).

Kusuma Sinta. Pengembangan English Vocabulary Card pada Mata Pelajaran Bahasa Inggris. (Skripsi, Faculty of Education and Teacher Trainning Raden Intan, Lampung 2018).

Anwar Hidayat. *Populasi dan Sample. Populasi adalah?* Downloaded at https://www.statistikian.com/2012/10/pengertian-populasi-dan-sampel.html.9 December 2020.

Solopres. 2015. *The Importance of Vocabulary.* Downloaded at https://www.solopress.com/blog/print-inspiration/the-importance-of-vocabulary/. 3 Desember 2020.

Rate. 2018. *Teaching Vocabulary to young Learners Using Songs and Games.* Downloaded at *https://rate.org.ro/blog2.php/1/teaching-vocabulary-to-young-learners*. 4 Desember 2020.

Iliteracy Device. 2015. *Fable.* Downloaded at *https://literarydevices.net/fable/*. 4 December 2020.

Master Class. 2018. *What is Fable?* Downloaded at https://www.masterclass.com/articles/writing-101-what-is-a-fable-learn-about-the-4-central-characteristics-of-a-fable-and-4-famous-fable-examples#what-is-a-fable. (Pandeglang: December 2020).