#### **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

#### A. Conclusion

Based on the results of data analysis that has been researched on "A "Word Find" for Learning Vocabulary : An Experimental Research in Islamic Schools". The result of the research that it can be concluded that the students; learning vocabulary through mobile games (word find) in second semester of 8<sup>th</sup> grade junior high school at MTsN 5 Tangerang Districts was good enough, it can be seen from the average pre-test result is 5,22 and the average post-test result is 8,15. The researcher concludes that learning vocabulary through word find for student is effective.

### **B.** Suggestion

After doing research and collecting data, the researcher gives suggestion as follows:

# a) For Teacher

- The teachers should be able to teach using more interesting methods so that MTsN 5 Tangerang students can increase their interest in learning English.
- The teachers should encourage students to become more active in studying English both inside and outside of class.

 The teachers should be able to motivate students to increase their knowledge of English vocabulary.

### b) For School

- The researcher suggested that the teachers should facilitate learning media that aids in the development of students and teachers in the teaching and learning process, according to researchers.
- 2. The researcher suggested that the word find application can be one of the facilitators for students in learning English.

# c) For The Next Researcher

- 1. The next researchers who want to use this technique should evaluate it out in a larger subject to see whether it is effective for students.
- 2. The next researchers should select relevant materials and conduct the research more effectively.
- The findings of this research can be used as a reference for another researcher who wants to implement a research about learning vocabulary.