

CHAPTER V

CONCLUSION

This chapter presents the conclusions of the research and the suggestions for the English teacher, for the students, for the other researcher and also to support the teaching and learning process in the future

5.1 Conclusion

Vocabulary is basic skill to communicate and one of the important elements in teaching English beside four language English skills which are reading, writing, listening, speaking. People cannot communication easily if they have less vocabulary. It means that without mastering vocabulary impossible for us to communication with other people. According to the result scores for the experimental group and the control group in the seventh grade students of MTs. Darul Ulum Purwogondo Kalinyamatan Jepara, the researcher find out that the students who are taught vocabulary through Kim's memory game got higher score than the students who are taught without using Kim's memory game. Based on the result of the data analysis, it shows that the score of t-test was 7.004 by using degree of freedom 5%, the value of 62 (the degree of significance) as stated in the t-table was 1.999. It meant that from the t-test score there was a significant, because $t_{\text{observe}} = 7.004$ was higher than $t_{\text{table}} = 1.999$, ($t_{\text{observe}} > t_{\text{table}}$, $7.004 > 1.999$). So, the Null Hypothesis (H_0) was rejected and the Alternative Hypothesis (H_a) was accepted since the score of $t_{\text{observe}} > t_{\text{table}}$. Based on those findings, it can be concluded that using Kim's memory game is an effective method to improve vocabulary mastery for the students Junior High School, especially for the seventh grade students of MTs.

Darul Ulum Purwogondo Kalinyamatan Jepara. It showed by the enthusiasm of students in learning vocabulary during teaching and learning process in the classroom.

5.2 Suggestions

This research showed that the implementation of Kim's memory game could improve students' vocabulary mastery especially at MTs. Darul Ulum Purwogondo Kalinyamatan Jepara. There was the following suggestions for the English teacher, the students and for the other researcher.

1. For the English teacher

Teacher is one of the most important factors in teaching included in teaching English. Teacher as facilitator and become the key of the successful of teaching and learning English. The teachers have to be more creative in design the teaching process. Kim's memory game as one of alternative choice of teaching vocabulary. The students will enjoy their class if the learning process is not bored. If the learning process is enjoyable, the students will understand the material more easily. If the students understand the material well, the purpose of teaching and learning will be gained. The teacher must used the interesting method for the teaching and learning process in the classroom.

2. For the students

The students should realize that learning English is their needed. They cannot only depend on the teacher to learnt it. They have a responsibility to learnt it by themselves. Through Kim's memory game, it was one of good strategies to overcome the students' problems in improving

vocabulary mastery. The students feel interest, motivated, active and also enthusiastic in teaching vocabulary mastery. It was hoped that the students can used the Kim's memory game method in their learning process to retain their memory of the new words.

3. For the other researcher

The other researchers will got all information and knowladge related how teaching vocabulary using game, especially using Kim's memory game. The researcher hopes that the result of this research can be used as reference for other researcher in conducting a research in teaching English.

