

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the finding of chapter IV, it showed that students' vocabulary mastery at eighth grade of MTs Hasyim Asy'ari Bangsri could be used by using Snake Word Game. It could be seen by the students' mean score was increased. In experimental group, the mean score of pre-test was 71,93 and the mean score of post test was 87,42. After applied Snake Word Game in learning process, the students' mastery in vocabulary was improved. In the control group, the mean score of pre-test was 77,90 and the mean score of post-test was 80,16. Based on the data analysis of t-test, the result of post test in experimental and control group showed that the t-value was 2,567 while the t-table of 0,05 as the significance level was 2,000 with 60 the degree of freedom (df). It could be described that the t-value (2,567) > t-table (2,000). In addition, the result of t-test also showed that H₀ (The Nul Hypothesis) was rejected and H_a (The Alternative Hypothesis) was acceptes. It could be concluded there was the effect of Snake Word Game i\on Students' vocabulary mastery.

Based on the explanation above, it can be conclude that Snake Word Game can improve students' vocabulary mastery at eighth grade of MTs Hasyim Asy'ari Bangsri in the academic year of 2018/2019.

5.2 Suggestion

From the finding and discussion stated in previous chapter, the researcher would like to offer the following suggestion:

5.2.1 For The Teacher

The teacher should be able to be a good model and facilitator for students' in teaching learning process, consider the students' needs and interest before designing the way to make students' vocabulary increase. It is important for the teacher to use various technique or strategy in every single meeting. It is useful for them to use Snake Word Game as one of appropriate learning strategy in teaching for improving students' vocabulary mastery.

Furthermore, this game can make the students help each other and know their responsibility in their own group.

5.2.2 For The Students

By using Snake Word Game, the students had opportunities to help their friends in their own group for looking for more vocabularies. By implementing Snake Word Game, the students had antusias in improving their mastery in vocabulary, because they learn by using new way.

5.2.3 For The Researcher

The weakness of this research were the limited time in implementing the actions. The next researcher who were interested in the same field are recomended to implement the actions in a longer period of time to get the maximum result of the students. The next researcher also can use this game for teaching speaking, writing, and others.