

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

#### 5.1 Conclusions

Based on the research conducted in VII B of MTs. Roudlotul Ulum, the conclusions of this research are drawn in accordance with the result of the data analysis in the previous chapter. The conclusions are:

1. Fly swatter game is a game that can be used by teachers in enriching students' vocabulary. It is an exciting activity in the class especially to warm up the class. In the classroom, the atmosphere will be different from the usual. The students will make a bit a noise in the classroom but that was the point of this game because students will feel more enjoyable and get them addicted to the game.
2. There are some supporting and inhibiting factors in implementing fly swatter game in teaching vocabulary. The researcher knew that there were some supporting factors in implementing fly swatter game. Such as the teacher is really mastered the game so the game is running very well. The technique helps the teacher to deliver the material to the students. The students are really interested with the technique that the teacher used and most of students are really active in this game. While for the inhibiting factors, the researcher found difficulties in implementing of fly swatter game technique such as the time allocation is not balance.

## 5.2 Suggestions

### 1. To the students

To improve their English skills, the students of MTs. Roudlotul Ulum especially student of class VII B should study hard. Memorizing and understanding new vocabularies is really important for them to increase their English skills. Moreover, they should not be afraid of making mistakes and errors when they are participating. They also should keep their motivation in learning English.

### 2. To the teacher

Teaching English language to the students who studied language for many years but they don't interested in language lesson especially English, can be the biggest problem for the teacher. That's why the teacher must create enjoyable, fun, and interesting situation as possible as the teacher can. The enjoyment ought to be foremost aims which hopefully will have good affects on the education. Because what they dislike, they drop as soon as possible. In the other word, the teacher should make the teaching learning process enjoyable, because the students love to play and learn best when they enjoy themselves.