

CHAPTER V

CONCLUSION AND SUGGESTION

After finishing the quasi experimental research at the fifth grade students of MI. Miftahul Huda Dongos in academic year of 2019/2020, the researcher give some conclusion based on the result of this research. Furthermore, the writer also gives some suggestions related to the conclusion

5.1 Conclusion

Referring to the research findings and analysis of the students test result, the following were the intended conclusion that using guessing game in teaching vocabulary can increase the students' achievement of vocabulary mastery to the fifth grade students of MI. Miftahul Huda Dongos in academic year of 2019/2020.

In addition, based on the result of the data analysis which have been discussed in chapter IV, the students mean score of post-test was better than pre-test. The average score between both of the groups showed the post-test score were better than the pre-test score. The average score of experimental group was 66.71 (pre-test) and 86.71 (post-test). The average score of control group was 64.74 (pre-test) and 70.13 (post-test). Based on calculation of t-test, t_0 is higher than t-table. The t_0 is 11.773 higher that 5% of t-table 1.665. It means that Null Hypothesis (H_0) is rejected and the Alternative Hypothesis (H_a) was accepted. Hence, it can be concluded that using guessing game in teaching vocabulary is effective to improve students' vocabulary mastery at the fifth grade students of MI. Miftahul Huda Dongos.

5.2 Suggestion

Based on the research finding, the researcher would like to give some suggestions, especially to the teachers, students, and other researchers. From the conclusion of the research above, it is found that using guessing game can give significant effect toward students' vocabulary mastery. Here are the suggestion:

- a. For teachers, due to obstacles that usually faced by teachers in the classroom. The teachers should be more creative in using strategy to deliver the new word which can motivate students' to memorize and get another new word which can enrich their vocabulary. Then, using guessing game can be the alternative way to teach students in the class.
- b. For students, they should more active in learning process and change their mindset that English is so hard to learn. So that, the learning process at the school becomes more interesting and comfortable.
- c. For other researchers, the researcher conducted this research just only in few weeks, so that only in small scale of the research was carry out. Hence, in order to achieve more representative data, further research in long terms schedule and in big scale with comfortable place and sufficient place should be done. Then, when the novelty of what students are doing really drives their ambitions or their opinions, so researchers should enable to took beyond the initial excitement and complacency of emerging a new model in teaching and learning.