

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### 5.1 Conclusion

Based on the result of the data analysis of the research, the researcher concluded that the use of fly swatter game can improve students' vocabulary mastery of seventh grade students at MTs Darul Ulum Purwogondo Kalinyamatan Jepara. There was a significant progress of the students' ability in improving vocabulary after applied a treatment. The result showed that Sig. (2-tailed) was lower than 0.05 ( $0,001 < 0,05$ ). It was indicated that there is significant between experimental class and control class in post test score. Thus, the Null Hypothesis ( $H_0$ ) is rejected and the Alternative Hypothesis ( $H_a$ ) is accepted. It meant that the research hypothesis is accepted. In other words, teaching vocabulary for seventh grade students of MTs Darul Ulum Purwogondo by using Fly Swatter Game is effective. In other words, by using Fly Swatter Game make the students will be more enthusiastic and more active in learning English lesson.

#### 5.2 Suggestion

Based on the research findings, the researcher would like to give suggestion related to this research which will be useful for English teacher, the students and other researchers. The suggestion are as follows :

1. For the English teachers

The teachers can use Fly Swatter Game to increase students' vocabulary mastery. This game was interesting and fun for students in teaching learning process. Moreover, Fly Swatter Game was easy to be applied and it can motivate the students in learning English and also change untrue judgment that learning English is difficult.

2. For the students

The students can increase their skill in English especially in mastering vocabulary. The students also can practice fly swatter game by following steps because it will help them to solve their problems in learning vocabulary.

3. For the other researcher

This research can be used as the references in gaining more information in how to teach English lesson using fly swatter game.

