

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion of the research and suggestion related to the research that was using Word Chain through English song to improve the students' vocabulary mastery at eleventh grade of MA Roudlotul Muftadiin Balekambang Jepara in the academic year of 2020/2021.

5.1 Conclusion

Based on the result of the research has been presented in the previous chapter. From the statistical calculation at the previous chapter, there was a significance difference between teaching vocabulary using Word Chain through English song and without using Word Chain through English song. It can be seen that the mean score of pre-test in experimental group was 62,2 and in control group was 58,4. The mean score of post-test in experimental group was 82,2 and in control group was 76,8. The standard deviation of pre-test in experimental group was 16,016 and in control group was 16,439. Then, the standard deviation in post-test of experimental group was 8,302 and in control group was 8,276. The score of Sig (2-tailed) $< 0,05$ ($0,026 < 0,05$). It meant there was significant between experimental class and control class in post-test score. Thus, Null Hypothesis (H_0) was rejected and Alternative Hypothesis H_a was accepted. In other words, using Word Chain through English song for teaching students' vocabulary mastery at eleventh grade of MA Roudlotul Muftadiin Balekambang Jepara was effective.

5.2 Suggestion

After concluding the research above, the researcher delivered some suggestion based on the finding of this research. The suggestions can be seen as follows:

a. For The Teacher

The teachers 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 was important for the teachers to use various technique or strategy in every single meeting. Using Word Chain Game as one of appropriate learning strategy that will solve the students' problem about vocabulary mastery. Furthermore, using Word Chain game can make the students help each other and know their responsibility in their own group.

b. For The Students

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

c. For The Researcher

This research is not too perfect yet. It is suggest to the next researcher should innovative in teaching the students in order to aim of

the research successful and the next researcher also can use this game for teaching speaking, writing, and others.

