

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### 5.1 Conclusion

This research was a quasy experimental study which had two variables those were scrabble and anagram game as the independent variables while students' vocabulary mastery as the dependent variable. The objective of tis research was to examine the effect of scrabble and anagram game in improving students' vocabulary mastery at Tenth grade students of MA Miftahul Huda Bulungan Pakis Aji Jebara in the academic year 2020/2021.

Based on the previous chapter, the conclusion of this research were :

1. The students who are in experimental class taught by using scrabble and anagram as media and the students who are in control class taught by using conventional method. The result of pre-test in experimental class was 56.93 while in control class was 61.86. So, it could be concluded that based on the result of pre-test the experimental class got lower score than control class. Otherwise, the result of post-test class the experimental class got higher score than control class. The post-test score of experimental class was 78.13 while control class was 69.86.
2. There was significant effect of using scrabble and anagram game to improve students' vocabulary mastery at the tenth grade of MA Miftahul Huda Bulungan Pakis Aji Jebara, it could be seen from the result of post test Independent sample t-test, it showed the result of significance was

2.143. Based on the result,  $\text{sig } 2.143 > 2.000$  (significance level of 5%), it means that the working hypothesis ( $H_a$ ) is accepted and the null hypothesis ( $H_0$ ) is rejected. So, it could be described that the use of scrabble and anagram game was effective to improve students' vocabulary mastery at the tenth grade of MA Miftahul Huda Bulungan Pakis Aji Jepara in the academic year of 2020/2021.

In conclusion, scrabble and anagram game were effective medias in teaching vocabulary at the tenth grade. Scrabble and anagram could improve the students' vocabulary mastery. The students could increase their new vocabularies. Then students were more interest and confident in learning process because they learned with their friends in the class So that, they could understand well in learning English in the class.

## 5.2 Suggestion

There were two recommendations defined by the researcher. First, students needed scrabble and anagram game as the effective media in teaching vocabulary. The researcher trusted that scrabble and anagram game gave many advantages to improve the students' vocabulary mastery. Students became more interest in learning because they could enjoy the learning by the games and their friends. So, students could improve their vocabulary mastery by the new vocabularies that they have gotten.

Second, the English teacher should use scrabble and anagram game as the media in teaching vocabulary. The researcher trusted that scrabble and anagram game involved the students directly in learning process. So,

students would get new experience in learning while they could improve their vocabulary mastery.

Third, This research is not perfect yet. The suggestions for the next researcher are should innovative in teaching the students in order to aim of the successful research and the next researcher also can use this game for teaching English speaking, writing, reading, and others.

