

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, I have the following conclusion and suggestion of this research. The conclusion was concerning on the students' vocabulary increasing by playing game and about the suggestion.

5.1 Conclusion

The increasing of students' vocabulary by playing game can be seen from the result of post-test which is better than pre-test by the total score which analyzed that pre-test is 302 and post test is 400. Beside that, the mean score in pre-test is 15,89 and mean in post-test is 21,05. Thus, it can be seen the differences between them.

The hypothesis of this research is the application of whispering game can increase significantly students' vocabulary was acceptable. In this situation, it can be seen from the result of students' score average of students' vocabulary in pre-test is 2,83 and post-test is 3,66. Furthermore, the hypothesis of this research verified that the value of t_{count} is 2,83 and t_{list} is 2,10 and the freedom degree (df)= (n-1)in the level significance $\alpha = 0,05$. Thus the criteria of testing that is rejected H_0 , if $t_{count} \geq t_{list}$ or (2,83 \geq 2,10). So the hypothesis of this research was received.

5.2 Suggestion

Based on the conclusion above, I have some following suggestions. First, to the English teacher to use the whispering game in teaching English, especially in teaching vocabulary. Because by playing whispering games, the students become relax, fun and easy to receive and understand the material. So that their vocabulary is increased and it can help them to communicate with each other by using English.

Then, to the teacher to apply the whispering game at elementary school, because this game is useful for the students in finding some new words for the students.

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