

## Chapter V

### Conclusion and Suggestion

#### Conclusion

Based on the research finding and the discussion in the previous chapter, the conclusion of this research points that the application of *Around the world game* let the students' vocabulary enrich. The data shows that students score increase after getting the application of *Around the world game*. It is proved by students' score in post-test that are higher than the students' score in pre-test.

Furthermore, the hypothesis verification shows that  $t_{\text{count}}$  is higher than  $t_{\text{list}}$  with the value  $9,05 > 2,06$  in the significance  $\alpha = 0,05$ . That result points that the hypothesis of this research ( $H_1$ ) is received and the null hypothesis is rejected. Consequently, it means that the application of *Around the world game* significantly enriches the students' vocabulary of grade VII in SMP Swadharma Mopugad.

#### Suggestion

By this research, it is suggested that English teachers need to pay attention to the students' vocabulary. English teachers should apply an appropriate technique in teaching vocabulary and avoid a monotonous way of teaching that will make the students bored to learn English especially vocabulary. It is good to teach vocabulary

by letting the students learn in enjoy and fun activities, so the students can enrich their vocabulary.

The studies of this research cover about the application of *Around the world game* in teaching vocabulary. It was found that this game let the students learn in fun activities, and it was proved that the game can significantly enrich the students' vocabulary. Therefore, it is suggested that English teacher who found some problem in teaching vocabulary can apply *Around the world game* in teaching it.

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