

CHAPTER V

CONCLUSION AND SUGGESTION

Conclusion

After the study had been completely conducted and the data needed had been gained and processed. Referring to the data and the results of the study, then I came to several conclusions bellow:

- a. Reviewing at the result of the study, I concluded that an increase in the students' achievement had happened after they got some treatments; it was proven by the comparison between the average of the pre and the post-test in which the post-test average was higher (77,17) than pre-test (51,45). It shows us, there is an impact of circle game as a strategy to improve the stdents' mastery in vocabulary.
- b. In some cases, the increase in students' achievement would also be determined by a learning situation and the strategy used to teach them, it should be appropriate with the level of the learners. For example, the use of circle game had been actually proven in this study that it was completely able to create such a learning situation which was not going to take the students into serious. In fact, the learners did not only play the game, but they also learned something from it.
- c. Having the learning situation which could take the learners into their world, it would certainly facilitate the teacher to handle the class and to transfer the knowledge easier to them, so that the target of study would be maximally achieved. Compared with the learning situation in which the classroom teacher used a wrongfully strategy and gave so serious learning situation that eventually

it would get them into boredom and finally the knowledge would not be transferred well.

- d. Since the circle game was applied in the teaching and learning process to young learner, the interest of them in learning foreign language increased, they gave good responds, activeness in the class and good achievement of the study that these all had been discussed in this study.

Suggestion

There are some suggestions that related to the results of this research, such as:

1. For Teachers

For an elementary school teacher, he has to be selective in choosing a teaching strategy that he is supposed to refer to a certain criteria that will guide him/her to select an effective teaching strategy, moreover, as a teacher (teacher at any level), he/she has to know what his students (young learners) need and in what level they are in.

2. For Schools

Schools should be able to evaluate the performance of teachers in teaching and student learning outcomes that can be more qualified teachers and will have an impact on student success.

3. For Researcher

Researchers are expected to use learning strategy of circle game to other materials in conducting further research.