

CHAPTER V

CONCLUSION AND SUGGESTION

Referring to the content of each chapters of this research, the researcher drawn some conclusions. This research presented the differences of the eighth grade students' vocabulary mastery of SMP Muhammadiyah Batudaa which are taught before using picture guessing game and after they taught using picture guessing game.

Conclusions

Based on the data analysis mentioned in the chapter IV, some conclusions can be presented as follows:

1. The students' vocabulary mastery before being taught by using picture guessing game as a treatment is very poor and the students' level of achievement is insufficient achievement . It is shown by the mean students' score of the pre-test in percentage before they are taught by using picture guessing game as a treatment is 50%.
2. The students' vocabulary mastery after being taught by using picture guessing game as a treatment is good and it is above average in the level of achievement. It is shown by the mean students' score of the post-test in percentage after they are taught by using picture guessing game as a treatment is 76 %.
3. The researcher found the significant differences of the students' vocabulary mastery before being taught by using picture guessing game and those after being taught by using picture guessing game as a treatment. It can be seen from the result of t – test that is 17,26. Based on the distribution t – table with N – 28, the researcher sees the distribution t – table is 1,701 at 5% level of significant. From the explanation above, because the result of t – test shows that is $17,26 > 1,701$, thus the result of t – test

computation is higher than t – table. It means that, teaching vocabulary using picture guessing game as a treatment is good and effective to improve students' vocabulary mastery.

Suggestions

Having known the result of the research, the researcher would like to give some suggestions. The researcher hopes that these suggestions will be quite beneficial for both the English teacher and the students who are learning English, and for English Department.

1. To the teachers; the result of this study become a source of information for English teacher in choosing a certain technique in improving vocabulary to the student of Junior High school.
 - a) In teaching vocabulary, the teacher should take an interesting and suitable way with the students' age and their interest.
 - b) The teacher should give strong motivation to memorize more new words that they given with the theme in the game.
 - c) The teacher gives a great motivation to the students to practice their vocabulary.
 - d) The teacher gives the theme in a game related with the material to support the understanding of students in vocabulary.
2. To the students; by using games, the student will enjoy situation in learning language, it is hoped the student will remember the material easier.
 - a) The students should have themselves take more exercises in improving their vocabulary.
 - b) The students should improve their vocabulary using their own way which is interested and enjoyable to learn and memorize more new words easily.

- c) The students should have strong motivation to learn and memorize more new words that given with the theme in the game.
- 3. To the English Department; this research could be a reference about one of the technique which can be use to improve students' vocabulary mastery.
 - a) The researcher hopes that this study can be useful for the reader in English Department, so they would know that using picture guessing game is an effective technique in improving students' vocabulary mastery.
- 4. To the other researcher; to enlarge and enrich the writer's knowledge of English who is studying at English Department and as a candidate of English teacher.
 - a) The reader can use this final project as references in future writing.

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