

CHAPTER V :CONCLUSION AND SUGGESTION

Conclusion

The conclusion of this research is given based on the research finding and discussion. The conclusion is presented as follows:

First, it can be conclude that the hypothesis of this research was received. It means that the spelling bee games can be used in developing students' mastery of vocabulary.

Second, the spelling bee game was a game that makes the learning process of mastery vocabulary more fun and enjoyable, students also gain their confident through this method. It can be proved as long the learning process the students can express and show their ability, most of students were active in learning process especially in post test.

Third, the hypothesis of this research is received because the result of research show that $t_{count} 10,51 > t_{list} 2.02$, based on the criteria of hypothesis if t_{count} more than t_{list} it means that the hypothesis of research is received.

Suggestion

It can be suggested that the English teacher should use game in learning vocabulary, because the result of this research show that the learning process more fun, the students was easy in receiving material given as long the learning process and all the students active in learning. For the head master, I suggest to support and motivated their English teacher to join the workshop or etc in improving their English teaching skill.

REFERENCES

- Alexander. (2009). *Vocabulary*. Retrieved : April, 10, 2017, from: <http://pundipusatduniailmu.blogspot.co.id/2011/10/vocabulary.html?m=1>
- Alqahtani.M. (2015). *The importance of vocabulary in language learning and how to be taught . International Journal of Teaching and Education*, Retrieved ; April, 08, 2017 from: <http://esl.fis.edu/parents/advice/vocab.html>
- Arikunto.S. (2002): *Prosedur penelitian suatu pendekatan praktek. Jakarta:Bina aksara* Retrieved : March 18, 2017, from: <http://www.translate.com/english/c-instrument-d-populasi-dan-sampel-populasi-dan-sampel-merupakan-element-penting-dalam-penelitian/38295713>
- Badan Standar Pendidikan Nasional. (2013) *Standar Nasional Kurikulum* Retrieved :January, 10, 2016 from [http://www. http://bsnp indonesia.org/?p=2433](http://www.bsnp-indonesia.org/?p=2433)
- Cameron (2011). Retrieved Januari 05, 2017, from: <http://esl.fis.edu/parents/advice/vocab.html>
- Dwi, N Ovaningtyas. 2016. Spelling Bee Game as a Technique in Teaching English Vocabulary to the Fourth Graders of Elementary School. Skripsi. Muria Kudus University
- Harmer P (1991). *A Course in Language Teaching: Practice and Theory*. Cambridge :Cambridge University Press.
- Harmer (2004). *How to Teach English*. London:Longman. Retrieved Februari, 05, 2017, from: <http://esl.fis.edu/parents/advice/vocab.html>
- Haryono,R. (2014). *English grammar for children*. (D.H.Ed) surabaya, indonesia: gramedia.
- Brainwave. Spelling Bee Games Handbook. (2012) Mcmillan Publisher
- Linse (2005). Retrieved Januari 05, 2017, from: <http://esl.fis.edu/parents/advice/vocab.html>
- Margono. (2007). *Metode penelitian pendidikan*. Jakarta Rineka Cipta.

- Rahayu, J.S (2009). *Spelling Bee Game in Teaching NarativeText*.Bandung: IndonesiaUniversity of Education
- Rohmawati, A.(2015). *Spelling Bee Game in Teaching Vocabulary* IndonesiaUniversity of Education
- Sekarini, R. (2009). *SpellingBee game to ImproveSeventh Graders' Spelling Ability*Retrieved : January, 10, 2016 from <http://jurnalonline.um.ac.id/data/artikel/artikelC3169E3939E84BC613C69A073DF90C8C.pdf>
- Sugiono. (2009). *Metodepenelitiankuantitatif, kualitatif, dan R&D*. Bandung: CV. ALFABETA. Retrieved : februari, 20, 2017
- Wahyuni Sri, Ibrahim S A. *AsesmenPembelajaran Bahasa*. Jakarta; Aditama
- Webster ,Merriam(2011)*Spelling Bee Definition* Retrieved : January 2016 from <http://www.merriamwebster.com/dictionary/spelling%20bee>