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 $t_{count} \geq t_{list} 2.02$, 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


Wahyuni Sri, Ibrahim S A. *Asesmen Pembelajaran Bahasa*. Jakarta; Aditama