

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. Conclusion

Based on the previous chapter, get the research results. So, in this chapter, the researcher provides conclusions based on the formulation of the research problem as follows:

1. The scrabble game is effective to improve students vocabulary mastery at the eighth grade of Junior High School 2 Batanghari after conducting three cycles. It could be seen from the improvement of every cycle where as in Pre-test, the students only got 51.24 classifying the students into poor group. Then, in the post-test 1, the average score was 56.96 then increased again on post-test 2 to 64.82. Finally the students averagely attained 71.51 making them into fairly good group in the end of the cycle. In this study, the researcher also found other possible factors affecting the improvement of the students vocabulary mastery while using Scrabble such as teaching media, material, and teacher itself.
2. It was discovered that the students were more engaged in their studies and that the class ran well. As the researcher explained the lesson, the students concentrated and paid attention, and they showed enthusiasm and interest in learning English. The findings of the observation could demonstrate that the researcher could engage the students in active learning. As a result, the students test results increased and they met the required minimum passing mark.

B. Suggestion

Based on the conclusions above, there are some suggestions might be helpful for the following parties, they are::

1. For students

Students should listen carefully to the teacher while the teachers explain the content. Students should be driven to improve their writing skills and put in a lot of study time. They should write without hesitation or fear of making mistakes, whether they are writing in or out of the classroom. To get the good result of the teaching learning process, especially in the students vocabulary mastery.

2. For English Teacher

For English teachers, when in the teaching process the teacher can choose interesting media that can improve students' weakness, especially in vocabulary. It is recommended that English teachers use non-monotonous media so that students do not get bored and make students more active. English teachers should use scrabble game especially for learning to vocabulary mastery.

3. For future researchers

For other researchers, this research aims to use scrabble game to improve students' vocabulary mastery. Therefore, the researchers suggest other researchers prepare this game well as possible.