

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the result of data analysis, the researcher concluded that there was significant influence of using charades game towards students' vocabulary mastery at the first semester of the fifth grade of SDN 4 Serdang Agung in the academic year of 2021/ 2022.

B. Suggestion

From the advantages of using charades game in teaching vocabulary to the first semester of the fifth grade of SDN 4 Serdang Agung, the researcher would like to give some suggestions:

1. For the Teacher

- a. The teacher should use Charades game as one of good game of the teaching process to be applied in the first semester of the fifth grade of SDN 4 Serdang Agung to improve their vocabulary mastery.
- b. The teacher should prepare the media or picture to make students interested.
- c. The teacher should make the students realize that the material would be given is important for their daily communication.

2. For the Students

- a. The students should learn and be more active in speaking English in order to develop their vocabulary mastery.
- b. The students should practice the language they had learned with their environment with their friends or teachers.

3. For the School

- a. The school should provide some more English books to be read by the students, so they can increase their knowledge.
- b. The school should provide another facility for students to practice and improve their English competency.

4. For the Next Researcher

For the next researchers who want to conduct a research, the researcher suggests:

- a. The next researchers could focus on charades game for teaching students' speaking ability or vocabulary for the other level.