

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

The conclusion follows the objectives of the research proposed in Chapter I. Based on the research findings and discussion the conclusion can be drawn as follows:

1. Teaching English vocabulary using Stand up Sequence Game is effective to increase students' vocabulary mastery. The result of data analysis indicates that the value of  $t$  obtained (6.999) was higher than that of  $t$  table (2.22) at the significance level 0.05 and the significance (0.000) was lower than 0.05.
2. There is any significant difference of using Stand up Sequence Game in vocabulary mastery. It is proved by the result of data analysis indicating that the value of  $t$  obtained (2.274) was higher than that of  $t$  table (2.08) at the significance level 0.05 and the significance (0.034) was lower than 0.05. Therefore, it can be said that teaching English vocabulary using Stand up Sequence Game is more effective than that of without using Stand up Sequence Game.

#### B. Suggestion

Based on the conclusion, the researcher would like to make some suggestions to the English teachers, the students and for the other researchers.

1. English Teachers  
The researcher suggest English teachers to make the students enthusiastic and do not bored, the teachers should have an alternative way to teach English. Stand up Sequence Game is one of way that can be chosen in teaching and learning process. The students can be more active in learning process.
2. The Students  
The researcher hopes by using Stand up Sequence Game the students will motivate and get good score in English lesson. Students should do much practice in learning English especially in vocabulary. When they do

not practice more, they will not master the vocabulary and other skills like reading, speaking, listening and writing.

### 3. For The Other Researchers

The researcher hopes for the other researchers do further research about Stand up Sequence Game, because this research still have weaknesses as follows: The students who do not master vocabulary well will have difficulty in playing, and the students lack of understanding of the rules in the game because it will be noise in outside or inside the classroom. The researcher hopes that the other researcher can develop this research to be better.