CHAPTER V

CONCLUSSION AND SUGGESTION

A. Conclusions

Having conducted the research of teaching vocabulary using Alphabet game, the researcher draws some conclusions based on the discussion. The conclusions are:

> 1. The students' vocabulary ability before taught by using Alphabet game is poor. There is no one student Of experiment class get excellent and good score, 10 students get average score and 14 students get poor score. In other words, it is known that 41,67% students get average score and 58,33% students get poor score. And for control class, there is also no one student 0f control class get excellent and good score, 8 students get average score and 16 students get poor score. In other words, it is known that 33,33% students get average score and 66,67% students get poor score. Thus, it can be concluded that the result of pre test can not be classified yet to be the good ones. The students' vocabulary ability after taught by using alphabet game is better than before using alphabet game. There 3 students get excellent, 14 students get good score, 7 students get average score and no one of students get poor and very poor score. In other words, it is known that 12,5% students get exellent,5 58,33% students get good, and 29,17% students get

average. And for control class, there is also no one student get excellent, 2 students get good, 14 students get average score and 8 students get poor score. In other words, it is known that 8,33% students get good, 58,33% students get average score and 33,34% students get poor score. Thus, it can be concluded that the result of post test, no one students of experiment class get poor and very poor score.

2. Using Alphabet game can improve vocabulary skill of students in fourth grade of MI ISLAMIYAH. It is showed that the result of post test showed that the mean of experiment class was 74,17 and 59,50 for control class. The value of tcount=6,28; with df=23, the value of 5% significant ttable=2,07 and 1% significant ttable=2,86 (2,07<6,28>2,86). It means that there was significant difference between experiment and control classes before and after taught by using Alphabet game. therefore, Alphabet game can improve the students vocabulary of fourth grade of MI ISLAMIYAH.

B. Suggestions

Considering the result of this study, the researcher would like to give some suggestions. They are as follows:

1. For the students

The students should improve their vocabulary intensively. Students are able to make a group with their friends to increase their vocabulary ability by using alphabet game. This way also makes a good cooperation with their friends in group and more fun in learning activity.

2. For English Teacher

English teacher should apply and encourage their students vocabulary use alphabet game as on of the ways to develop the students' vocabulary. Alphabet game can help the students to know as possible as the new vocabulary which is they don't know before.

3. For Next Researcher

- a. The future researcher who wants to conduct the study should consider all things related to this research. They should find the weakness and the strength of this research so that they can conduct the better research and gain valid result.
- b. In this research, the researcher conducted using Alphabet game to improve students vocabulary in elementary school. Other researcher can conduct this technique on different level of students and other skill of English learning.