

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter is divided into two parts, namely conclusion and suggestion. Based on the findings and discussion on the previous chapter, the writer draws some conclusion of the use riddles game in teaching vocabulary to improve students' vocabulary. Meanwhile, the last section proposes some suggestion for practitioner engager in this topic. The conclusion and suggestions are presented as follows:

A. Conclusion

This study focuses on the implementation of using riddles in teaching vocabulary to the second grade students of MTs Miftahul Ulum Bendung Mojokerto, how the use of riddles game in teaching vocabulary can improve the students' vocabulary and how the student's responses to riddles material used by the teacher in teaching vocabulary. Based on the result of the study, it can be concluded that:

Riddles game is implemented through three topics namely: *flowers, things at home, and the last is animal, and this game was implemented by collaborative classroom action research*. After implemented in the third cycle, the results are: Riddles can develop and motivate students in learning English, especially vocabulary. So Riddles effective used in teaching vocabulary to improve students' vocabulary, it was proven by their response is very good, It based on the result of questionnaire which showed that more than 80 % the students are

enthusiastic participate during the teaching learning process, and their scores from first until third cycle was improved, its proved by the result of assessment, more than 60 % of the students' score of vocabulary mastery test is greater than or equal to 8.

2. By using the riddles the students' vocabulary can improve, because by using riddles in teaching vocabulary, the students can be easily remember the vocabulary that has been taught. It proven by the students' score, in the final value, most the students get 10 point in doing the task.
3. About the student responses to the riddles used by the teacher in teaching vocabulary are: All of the students were happy and interest in the use of this game. Most learners pointed out that it was very useful to make easier remember the vocabulary for them. During teaching and learning process the students gave good responses towards the use of riddles. This can be seen from their active participation and enthusiasm in teaching learning process.

B. Suggestion

In order to improve the students' vocabulary and to make the process of teaching learning process more fun and can be caught well, the researcher suggests for all the English teacher, that riddles game should be implemented for all students, it aims to avoid the students boredom and to attract the students motivation to learn more about English, especially vocabulary skill. It causes the form of riddles game is colorful and easy to understand.