

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents the conclusion of the research and gives some suggestions for the further study in finding the use of Teaching Vocabulary Using A Word Chain Game.

A. Conclusion

Based on the explanation of research findings that had discussed in previous chapter, it can be concluded that:

- a. The implementation of teaching vocabulary using a Chain Word game had in accordance with the lesson plans because all the aspects (from pre-activity, main-activity, and post-activity) had accomplished fully and mostly checked by the English teacher. This can be improved from the students' participation during the learning process occurred, the students showed high enthusiasm in every meeting of the lesson either the chain word game applied in pre-activity (as stimulation before learning), main activity (as core activity) or post-activity (as a tool to review the material has taught) they still enjoyed the learning process which made the students engaged actively by following all the instruction from the teacher (writer) well.
- b. The teacher's and the students' responses toward teaching vocabulary using chain word game is positive. The students' scores at vocabulary mastery has gradually increased before and after the Chain Word game is implemented in learning process. The students can retain the words longer and memorize all

the vocabulary related to profession and things/tools faster than usual because when the students played Chain Word game they produced and found out the words by themselves. This is supported by the data from the students' interview and questionnaire that showed a positive outcome. The students enjoying the lesson through learning English vocabulary in fun circumstance and creative way. The teacher also agree that Chain Word game can be used to be implemented for teaching English vocabulary because this game is good to drills students' various skills.

- c. The students have difficulties toward teaching vocabulary using Chain Word Game. The students' has 3 difficulties such as the students' difficulty the meaning of vocabulary, lack of students' vocabulary mastery and students have minimum ability toward vocabulary skill. However, after the implementation of learning is complete, using a chain word, students' vocabulary skills are better and improve than usual.

B. Suggestion

Based on the findings on the implementation of the student chain word game, some suggestions are offered deeply to the students, the teachers and other researchers in order to improve the vocabulary ability through chain word game. The suggestions are as follows:

1. The English Teacher

It is suggested that the teachers should use representative and interesting teaching game to teach the students because teaching game will enliven the class and get the students attention. Teacher must be able to create new understanding to the

students that learning vocabulary is not difficult but it is fun. The teacher should be creative in teaching learning process because the success aim of learning also depends on the teacher, especially in learning vocabulary she/he should be able to create appropriate strategy for the students thus the target of learning can be reach. So, the teacher should apply the chain word game as the technique to help the students in improving their vocabulary ability.

2. The Students

The Students should be active and focus in classroom and pay attention to explanation that delivered by teachers so that they can be more understand and get insightful understanding of materials that being taught. Whenever the students hesitate while learning, students are suggested to ask the teacher to clarify.

3. The Other Researcher

Further researcher could use this study as their reference for research theywill be being conducted or might be this study would be basic reference for study they will be conducted.

