

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter consists of conclusions and suggestions that has discussed in the previous chapter.

A. Conclusions

1. The process of teaching scenario and implementation of teaching vocabulary using crossword puzzle game did run well from meeting one until meeting three. The students could cooperative in classroom, they could be good helpers for the researcher. The crossword puzzle game as a media in teaching vocabulary was effective and can be an alternative media in teaching vocabulary. The media can also improve the students' vocabulary mastery, because there are development from the students score in vocabulary mastery test. The students are able to fill the crossword puzzle game easily, they are can be more focused on the learning process so the situation in classroom was not over-crowded and could be controlled well.

2. The responses from the students and the teacher of the teaching and learning vocabulary using crossword puzzle game was good. The learning process using this media could run well so that the results of teaching scores are very good. Some students said that the use of crossword puzzle game was so easy if they have been understood how to use it. The students claimed that they could enjoyed while doing the task like playing games because they felt challenged to find the right answers. Next, the teacher said that the crossword puzzle game can make the

students more focused in learning process, the students can be more controlled because they become more calm and silent when working on task and the teacher would try the media if needed because after the teacher seeing the researcher used crossword puzzle game as media in teaching vocabulary, the teacher felt could carry out all the steps of crossword puzzle.

3. The students' difficulties in learning vocabulary using crossword puzzle game was only occurred at the beginning of meeting one before the researcher introduce the crossword puzzle game as media in teaching and learning vocabulary. It could be seen that the students still do not understand about the using of media because they have never used it, the reasons are they were still confused about the used of crossword puzzle game, it was proves from the result of teaching implementation in previous chapter that the students still confused to distinguish between across and down keywords and usually they only take notes and memorize the vocabulary from the textbook accordance to the teacher instructions and their bad habits that are not focused when learning process. However with the clear and brief explanation from the researcher so the crossword puzzle game could implemented well they were able to filled the crossword puzzle game easily, they were could be more focused on the learning process and can be more thorough. The students also understand the material and they can find a new ways to memorize vocabulary quickly and easily without complicating them.

B. Suggestions

1. For the teacher, in teaching and learning vocabulary, the teacher should use the interesting media to motivate and encourage the students, vocabulary learning. Not only selecting the media or method that can motivate the students, the teacher has also considering the benefits and advantages that the students will get from the learning process. The researcher assumed that one of the interesting media in teaching vocabulary is crossword puzzle game. This media is not only interest and giving the benefits for the students, however it is also could to be implemented in different stages and different materials if needed in English teaching. The use of this media could improve the students' vocabulary mastery, and the using of this media is easy and simple so the teacher could apply it too. Before the teaching process, the teacher should prepare the lesson plan, the media and also the material well before teaching process. The teacher should manage the time well when apply the media in classroom.
2. For the students, the researcher hopes that the students can improve their vocabulary acquisition. Furthermore, the students have to know about the classification of vocabulary and the vocabulary distribution.
3. For the school, the institution should support the teaching and learning process using crossword puzzle game by providing more dictionary and sourcebook.
4. For the other researcher, this research expected that can be use as a reference for the next research in different context and different theories of analysis.