

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

The last chapter presents the conclusions and suggestions based on the research study. The conclusion was drawn after analyzing the data and the suggestions were addressed to the teachers, students, and the next learning process especially in vocabulary.

A. Conclusions

After conducted the research, the process of teaching and learning vocabulary using cooperative type TGT method was going smoothly. The most of students more active, focused, and motivated in learned the vocabulary, it can be seen on the result of document analysis, observation and questionnaire.

Based on data analysis in Chapter IV, the result of the research shows that the two observers responses related to the scenario and it implementation carried out by the model teacher was well received. The data increased from first until third meetings about 60% until 100%. The teacher gave positive responses to the students during the teaching and learning process. In the first meeting, only about 20-25 students then increased at the third meeting about 26-30 students who completed indicators of attention, relevance, confidence and satisfaction. The students also gave positives responses related to the learning method, which the percentages of agree were greater than the

percentages of disagree. The indicators of attention and relevance had highest percentages than others about 100%. From total 30 students about 13 students had difficulties in understanding English tenses with the highest percentage than others about 43%. The students also experienced difficulties related to descriptive adjectives. In the first assessment about 7 students had on scale “Poor to Fair”. However, in the last assessment all students were able to increase their abilities on scale “Average to Good” until “Very Good to Excellent”. Cooperative learning type teams’ game tournament could gave the students easier to understand the material and enriched their vocabularies. This method was very useful and interesting for teaching and learning activities to make the students more actives, focused, and motivated to increase their abilities in learning English.

B. Suggestions

At the last, the researcher would like to purpose some suggestions that hopeful would be useful for the teachers, students, and the next learning process.

1. For Teachers

The researcher hope that this research can be a comparative study for the teachers in teaching vocabulary because it would be better for English teachers to use attractive media such as cooperative learning type teams game tournament and the researcher hope that teachers can

also use this research as a reference for their teaching materials in an effort to find methods that are interesting, useful and effective in teaching Vocabulary.

2. For Students

The researcher hopes that learning English vocabulary by using cooperative learning type teams game tournament can be a good way to help students in improving their ability and enrich their vocabulary, can getting learning activities easier so they are more motivated and enthusiastic in the learning process, also can increase student cooperation, tolerance and fair competition in the learning process.

3. For Next Learning

The researcher hopes that this research can be used as a reference for the next learning process especially in Vocabulary skills.