

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter consists of two sections. The first section deals with the conclusion and the second one deals with suggestion.

A. Conclusion

Based on the discussion in the previous chapter, it was clear that using Spelling Bee game can increase the students' vocabulary mastery. The students' score in vocabulary test before applying Spelling Bee game is low. It is different from the students' mastery after applying Spelling Bee game in learning vocabulary. It can be found in students post-test. The score was higher than the pre-test. Using Spelling Bee game in learning activity contributed to the students' mastery in vocabulary. It can increase student's understanding about the words and can increase students' vocabulary mastery. It was proved by the t-test was value 6.617 was higher than t-table was value 2.021, it meant that (H1) was accepted explaining that Spelling Bee game was effective to improve the students vocabulary of MTsN 4 Hulu Sungai Tengah and the null hypothesis (H0) was rejected.

B. Suggestions

Based on the conclusion above, the researcher presents some suggestions as follows:

1. The teacher should use variety methods in teaching learning process in order to make students were more interesting in learn the lesson.
2. To improve students' knowledge of the English vocabulary. They do not have to just study seriously with more exercise but make the situation as enjoy.
3. The teacher should be able to choose a good method. For instance the teacher may use Spelling bee game to make their students enjoy the class and to solve students' boredom in the classroom. Because this method involved the participation of the students in learning and teaching process. By this method the students can encourage their motivation in learning with a fun learning sources, the students can improve their English, especially in teaching vocabulary.