

CHAPTER V

CLOSURE

In this chapter, the researcher presented the conclusions and study suggestions for the people involved and other researchers for possible further studies in similar fields. First, the researcher provided conclusions from the discussion described in the previous chapter. After that, the researcher considered the findings, discussions, and conclusions to develop suggestions for the implementation of the Word Square game in the education field.

A. Conclusion

Based on the results of the discussion in the findings chapter, there are several conclusions that the researchers describe as follows:

1. The researcher found that there are four steps in the implementation of the Word Square game in teaching English vocabulary for young learners. These steps have similarities and compatibility with the theory put forward by previous researchers. These four steps in the implementation of the Word Square game in teaching English vocabulary for young learners are delivering and providing vocabulary, the teacher distributes each Word Square game paper to students, the students complete the Word Square game, and the last step is the teacher gives a score for each student's correct answer.
2. Based on the teacher's perception of the implementation of the Word Square game in teaching English vocabulary for young learners, the

researcher found that three aspects indicated the teacher's perception of the implementation of the Word Square game. Such as the ease of creating a relaxed and fun atmosphere, the ease of setting up the Word Square game, and the ease of overcoming the drawbacks that arose during the implementation.

B. Suggestion

1. The English Teacher for Young Learners

While observing the implementation of this Word Square game, the researcher observed that the teacher in teaching vocabulary did not use any media. The teacher only used one game as a vocabulary learning medium, namely the Word Square game and a textbook. The teacher should have more media besides the textbooks for teaching vocabulary to young learners, such as printed paper, other two-dimensional media, or using three-dimensional media, then the teachers can also combine various techniques or games based on learning to students so that the media for teaching vocabulary to young learners is more varied and interesting.

In addition, a teacher must also be able to utilize and combine various techniques and media in teaching. By using appropriate techniques and media, teaching English especially for young learners would be more effective and variative.

2. Other Researchers

Based on this study's findings, the researcher realized that many things could be explored from the topic of this study, such as increasing students'

vocabulary or the effectiveness of this game in teaching vocabulary for young learners. The researcher proposed that other researchers be able to dig deeper into this Word Square game so that findings from future researchers can complement any findings that are not in this study. In addition, the researcher also hopes that with other studies from subsequent researchers, this game can be widely recognized by teachers, especially English teachers, so that teaching English especially vocabulary becomes more varied and not monotonous.