

CHAPTER V

CLOSURE

In this chapter, the researcher presents the result of the study which consists of conclusion and suggestion. The first part provides conclusion from the research. The second part presents suggestions for the English teacher and other researcher.

A. Conclusion

Based on the research result, the writer can conclude as follow:

1. The use of games in teaching English vocabulary to young learners at the fourth grade of SDN Anjir Seberang Pasar II. 1Barito Kuala Regency is good category. It can be seen from the writer's observation: teaching activities, time allocation, and learning goal. Teacher uses games in interesting, attractive and enjoyable way. She has capability in teaching by using games. They are matching picture, simon say, walking stick, and word square.
2. The responses of the students in studying English vocabulary to young learners by using games. Since the teacher use of games in teaching English vocabulary for students young learners. The students understand the English material quite well. Their responses are like paying attention, asking questions, move in the classroom, have fun in learning process.

B. Suggestion

Based on the finding of the research, the writer would like to propose the following suggestion:

1. The teacher should encourage the students more active to find ways in encouraging students' motivation in English lesson.
2. The school should support the strategy of learning English which used by the teacher in order to make students interest to learn English in the classroom.
3. The next researcher is to make finding more about the games which is using in the classroom.