

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusion

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

1. Based on observation for two months. There are six vocabulary games that the teacher uses in teaching and learning process. They are vocabulary tennis, dictionary skill, line up, matching the pictures, sculptures and word search.
2. The use of vocabulary games of the English teacher of the second grade students MTs raudhatusysyubban in teaching vocabulary is good category. It can be seen from the writer's observation; lesson plans & materials, teaching activities, time allocation, and learning goal. Teacher uses vocabulary games in attractive and interesting way. She has capability in teaching by using games.

B. Suggestions

Based on the findings of the research, the writer would like to propose the following suggestions:

1. The students of MTs Raudhatusysyubban are expected to study hard in English to improve their skill in vocabulary and all skills of English. They should be creative students to get more knowledge that not just from teacher but through English media and the most important thing is practice English every time.

2. The English teachers are expected to do more discussion about the material deeper and make the class more active, creative, and interesting for their students and make them enjoy in learning. Teachers should do more exercise in teaching and learning process. English teacher can find many other creative games in teaching English, especially in teaching vocabulary.