

CHAPTER V

CLOSURE

A. Conclusion

Based on the result of the research toward a comparative study between students who use and do not use snake and ladder game as pictorial media in English class of fifth grade at SDN Pemuru Dalam 5 Banjarmasin academic year 2016/2017, there are some important conclusions that can be presented by the researcher as follows:

1. After analyzing, the students who use snake and ladder game as pictorial media has increased their English vocabulary and the result is $-7,03$. Thus, $t_{\text{count}} = -7,03 < t_{\text{table } 5\%} = -1,70$. $-T_{\text{count}}$ is lower than $-T_{\text{table}}$. H_0 (Null Hypothesis) is accepted and H_a (Alternative Hypothesis) is rejected. By this result, the researcher concludes that H_0 is accepted.
2. After analyzing, the students who do not use snake and ladder game as pictorial media has increased their English vocabulary and the result is $-6,526$. Thus, $t_{\text{count}} = -6,526 < -T_{\text{table } 5\%} = -1,70$. T_{count} is lower than t_{table} . H_0 (Null Hypothesis) is accepted and H_a (Alternative Hypothesis) is rejected. By this result, the researcher concludes that H_0 is accepted. The result of the calculation using t-test shows that a comparative study between students who use and do not use snake and ladder game in their vocabulary achievement of fifth grade at SDN Pemurus Dalam 5 Banjarmasin academic year 2016/2017, is $0,652$ as called t_{count} . After the t-count is consulted with t_{table} at df 54, in the significance

standard 5% (1,67) and also 1% (2.39), it is found that t_{count} is lower than t_{table} . It means that H_0 (Null Hypothesis) is accepted and H_a (Alternative Hypothesis) is rejected. By the result, there is no significant difference in memorizing vocabulary between students who use and do not use snake and ladder game as pictorial media of fifth grade at SDN Pemurus Dalam 5 Banjarmasin academic year 2016/2017. Based on Cohens'D Effect Category, using snake and ladder game as pictorial media to increase students' vocabulary in fifth grade at SDN Pemurus Dalam 5 Banjarmasin academic year 2015/2016 is in low category, it is mean that the media is not effective, because all of students who use and do not use snake and ladder game as pictorial media have increase their vocabulary.

B. Suggestion

Based on the findings of research, the researcher would like to propose the following suggestions.

1. For the students who use snake and ladder game as pictorial media in the teaching and learning process to be focus in next study. The students are interested in memorizing the vocabulary by using snake and ladder game as pictorial media. Therefore, their vocabulary mastery will be increased because the students can answer the test which are related to the topic. As a result the students' English vocabulary achievement has increase, and keep their achievements, never feel satisfied, keep practicing and be focus.

2. For the students who do not use snake and ladder game, they can also use the snake and ladder game as pictorial media. They should try and practice so that they can enjoy in memorizing vocabulary.
3. For the teacher should try to use and develop the game which is suitable with the material in the next teaching-learning process. Make sure that the students can focus in teaching and learning process while the students use the game, the students can easier to memory vocabulary.
4. For the SDN Pemurus Dalam 5 Banjarmasin, through snake and ladder game as pictorial media can increase the students' vocabulary achievement and it can develop the game which is stimulate students' interest in learning English.