

## CHAPTER V

### CLOSURE

#### A. Conclusion

1. Based on the calculation of the mean students' score in control class, it's find that the pre test score was 53,57, the post test was 70,62 and the rising score between pre and post test was 17,05 point. Then, the effectiveness of teaching and learning vocabulary without using games of the fifth (VB) grade at SDN Kebun Raya 1 Kintap academic years 2016/2017 was in good category.
2. Based on the calculation of the mean students' score in experiment class, it's find that the pre test score was 48,97, the post test was 88,098 and the rising score between pre and post test was 39,13 point. Then, the effectiveness of using games in teaching and learning vocabulary of the fifth (VA) grade at SDN Kebun Raya 1 Kintap academic year 2016/2017 was in very good category.
3. The result of the test shows that "There is a significant difference in the effectiveness of teaching and learning English vocabulary between students in experiment class and control class." The result showed a significant difference between t table (5% = 2,02) < T test (4,56) > t table (1% = 2,71). It shows that t test is higher than t table 5% and 1%. Ho (Zero Hypothesis) is rejected and Ha (Alternative Hypothesis) is accepted.

4. Based on the result of data analysis using t-test, it was concluded that the application of games was effective in teaching and learning English. Students who are taught by using games achieve better score than those who are taught without using games. Thus, the use of games in teaching and learning English is effective at fifth grade of SDN Kebun Raya 1 Kintap academic years 2016/2017.

## **B. Suggestions**

As far as the researcher research in SDN Kebun Raya 1 Kintap especially at VA and VB class, English lesson there is good enough, but there are some things that should be noticed in teaching and learning English. Based on the researcher observation English teacher there rarely used games or other media to teach, the teacher does not use clear instructions when ask the students to do something, and etc. The researcher thought English teacher should be more creative to use various technique in teaching and learning, so the students will not get bored and then interested in learning English. The teacher should also give students motivation to learn English seriously. Other than that, the teacher should use various games or other media and prepare them before teaching and give the students clear instructions before ask them to do something. English teacher also have to know how the students characters and needs in teaching and learning English vocabulary.

For the next researcher that wants to conduct the research in more specific than mine hopefully, the other researcher can take several advantages from this

research. The researcher realizes that the study however, has not been satisfactory yet. The researcher hopes that other researchers would continue this study to make this research more perfect and it can be apply for all of the school to improve the students' mastery in vocabulary.