

CHAPTER V

CLOSURE

A. Conclusion

Based on the result of the research toward a comparative study between students who use and do not use whispering game in learning vocabulary of eighth grade at MTs Al-Istiqamah Pengambangan Banjarmasin academic year 2017, there are some important conclusions that can be presented by the researcher as follows:

1. The degree of students' mastery of vocabulary in experimental class for eighth grade students at MTs Al-Istiqamah Pengambangan Banjarmasin concluded in Good Category, it is mean that using whispering game in teaching and learning is effective to teach vocabulary of the eighth grade at MTs Al-Istiqamah Pengambangan Banjarmasin. It is based on application of methods of whispering game can improve learning outcomes vocabulary grade VIII in MTs Al-Istiqamah Pengambangan Banjarmasin on the experimental class taught students compared with conventional methods. It can be seen from the average score obtained from the two classes. The average score is 85.36 for experimental class. While the average student earned on control class is 81.79.
2. From the result based on t-test sample free with the help of SPSS 22 program, found that the value of t is the ultimate test of 3.566 which is higher than the critical t value for df 30, the level of significance of 0.05 (95% confidence). That means that there is real difference between students who are taught whispering game and the students taught with the usual methods. Based on the explanation ensured that different treatment in both groups provide the difference real results on students ability in increasing vocabulary. Therefore, the hypothesis of 0 is rejected. Thus, the finding of the research showed that

the method whispering game effectively used in the process of learning enhances students vocabulary. So, the researchers recommend using method whispering game in the process of teaching and learning vocabulary.

B. Suggestion

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

1. For the students who use hispering game in the teaching and learning process to be focus in next study. The students are interested in memorizing the vocabulary by using whispering game. 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 whispering game, they can also use whispering game. 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 MTs Al-Istiqamah Pengembangan Banjarmasin, through whispering game can increase the students' vocabulary achievement and it can develop the game which is stimulate students' interest in learning English.