

CHAPTER VI

CONCLUSION AND SUGGESTION

This last chapter discusses the conclusions and suggestion drawn from the research finding and discussion in the previous chapter. The chapter is divided into two parts, they are conclusion and suggestion.

A. Conclusion

Based on the result of the study during two cycles, the researcher concludes two points, namely implementation of picture game in teaching learning Vocabulary, and improvement of the students' achievement in teaching learning by using game.

1. Implementation of Picture Game in teaching learning Vocabulary

Based on the result of the research on two cycles that consist of three meetings has major steps. First step, the researcher presents step in implementing picture game to improve students' vocabulary. Second step, the researcher gives game by using pictures. Third step, the individual progress score which the researcher calculates the students score.

2. Improvement of the students' achievement in teaching learning by using game.

In this research, the students are success to improve their vocabulary by using picture that is made game in two cycles. The students who get score 75 in the first cycle is 58,3% with average score 68,67 or

from 24 students, 14 students get success, and 10 students did not success yet. In the cycle II, the score increase 82,6% with average score 79,78 or 19 students could achieve minimum of passing standard, and only 4 students did not achieve yet to get minimum of passing standard.

B. Suggestion

Based on the conclusion above, there are three suggestions that will be presented by writer. They are for the English teachers, students, and researchers.

1. For the Teachers

English teacher should be able to make situation interesting and enjoyable when teaching learning process. Many games which can be used to teaching English to make students interesting. For example using picture as game can help students to memorizing many vocabularies with imagining.

2. For the Students

The strategy in teaching learning process is important for students especially learning English that is considered difficult. Students can improve their skill in English vocabulary when the method is interesting. By using game, the students get motivation and improve their ability in leaning English vocabulary.

3. For the Further Researchers

The researcher offers the suggestion that such activity should be conducted in other classes of other school to get the wider generalization of result of the study. The researcher hopes that there will be many researchers that explore the use of picture game in teaching learning process. The researcher hopes that picture game can give a valuable especially in understanding vocabularies.

