

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter includes the conclusion and suggestions. The conclusion includes the result of the classroom action research in the first cycle and second cycle. The suggestions include the suggestion for the teacher, the students, the institutions, and other researchers that probably would like to conduct the same action research.

#### **A. Conclusion**

*The implementation of Memory Challenge's games can improve vocabulary mastery of the first grade students at MTs NU Mojosari. From the result of the teaching and learning process show improving the students' vocabulary which before conducting the Memory Challenge's game the average of the test is 61, 65 after the conducting this games in the first cycle is 77,7 and in the second cycle the average score is 85, 53.*

Based on the result of the classroom action research in the first cycle, it can be concluded that the classroom action research was not successful. It was because there were 14 students out of passed the minimum score. It means that only 60% of the students can passed the minimum score. This amount was less than the targeted percentage that was 75%. Nevertheless, the teacher and the students did 73, 5 point of the activities designed in the first cycle. Because of this failure, the researcher continued the classroom action research to the second cycle.

The result of the evaluation test showed that 90% of the students passed the minimum score, while the researcher as teacher and the students did 85, 75 point of the activities designed in the second cycle. Therefore, it could be concluded that the classroom action research in the second cycle is successful and using memory challenge's games can improve students' vocabulary mastery.

## **B. Suggestion**

*After conducting the classroom action research using Memory Challenge's games can improve the vocabulary mastery, the researcher would like to share some suggestions. In which the suggestions are addressed to the teacher, the students, the institution, and the other researchers.*

### **1. The Teacher**

In order to achieve a good result from a teaching and learning process, the teacher was hoped using Memory Challenge's games as an alternative in teaching English to improve students' vocabulary mastery. By finding the problem, teacher can determine what kind of action that appropriate to solve the problem. Teacher also should discover the students' characteristics and how they learn. This is because by knowing the students' characteristic and students' learning style, teacher can determine an appropriate teaching method. Teacher should always be creative in using a teaching technique. There are a lot of teaching technique that can be used such as games, song, movie, and graphic novel.

## 2. The students

The students can use this technique to improve their ability in teaching and learning process. Because based on the research, students' vocabulary mastery can be improved by using Memory Challenge's games. They should be creative to find the way in learning English. They can learn English by themselves by using memory challenge's game, song, etc. they should also learn English at home and finish their homework.

## 3. The Institution

The institution should encourage the curriculum to improve the quality of the teaching. It should facilitate teacher to be creative in using various technique. Therefore, the institution should provide various techniques supporting the teaching learning activity.

## 4. Other researchers

This research studies the use of memory challenge's games in teaching children's vocabulary. It is hoped that the result of the study can be used as additional reference for further research in different context that will give contribution in teaching English for children.