

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the conclusion of the research to answer the statement of problem and the suggestion for the English teacher, the students, and the next researcher.

A. Conclusion

The aim of this study is to know the scramble game is effective or not in teaching vocabulary to the students' at the first grade of MTS Miftakhul Afkar, Selotopeng, Banyakan, Kediri.

Based on the aim above, the data that have gotten from the research in Mts Miftakhul Afkar then start to analyze. From the analysis of the research data, the mean pre-test score of the experimental group is 68.125 while the mean pre-test score of control group is 68. Then the mean post-test score of experimental group is 75.625 while the mean post-test score of control group is 68.125. From the data of pre-test and post-test of each group then the researcher counts the difference mean between the pre-test and post-test. The difference mean of the experimental group is 7.5 while the control group is 0.125. Before counts the t-test, the researcher counts the total sum of squares value of each group. The total sum of squares value of experimental group is 1475 while the control group is 268.43.

The computation of t-test is 3.44, then it consult in the t-table with t-table at alpha 5%. And the degree of freedom 38 with the calculation $df = N_1 + N_2 - 2$ ($20 + 20 - 2 = 38$). The value in the t-table is 2.02. Based on values above the t-test value is higher than the distribution t-table ($3.44 > 2.02$). Therefore, we have enough evidence to reject H_0 and it can be conclude that the hypothesis (H_a) “the students taught by scramble game have better achievement than the students who do not taught by scramble game” is accepted.

B. Suggestion

Based on the conclusion above, the researcher would like to over some suggestions which are hopefully useful for English teacher, students, and the next researcher. The researcher also has the suggestion of using Scramble Game in teaching vocabulary.

1. For English Teachers

As the English teachers, we must be creative and innovative in creating and applying a technique to increase the students' interesting in learning English especially in their vocabulary mastery. It not only makes the students never bored in learning English, but also they can always enjoy in learning English. Teachers should use Scramble Game as one of the method in teaching English especially teaching vocabulary in order to make the students more motivated and more interested in learning English. Scramble game will help to make the students more pay attention to the teacher and more active in class. Besides that, most of the rules of Scramble game are liked by the students.

2. For the students

The students have to improve their knowledge especially in Vocabulary mastery. Beside they improve their speaking ability in school; they also should learn and improve their vocabulary from other sources like looking for dictionary, watching cinemas, listening to the English song, etc.

3. For the next Researcher

For the next researcher, the researcher has suggestion that this activity should be conducted in other schools to get the wider generalization of the result of this study. The researcher also hopes that there will be many researchers who explore and use scramble in teaching vocabulary.