

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This chapter discusses the conclusion and suggestions.

#### **A. Conclusion**

Based on the results of research from cycle I and cycle II that researchers have conducted with the Classroom Action Research (CAR) model on learning Coco cartoon Movies to improve vocabulary understanding of SMPN 2 Ngadiluwih students. In cycle I, two meetings were held which consisted of four stages, namely planning which included; a) Researchers compiled a Teaching Module which was coordinated with English teachers b) Researchers prepared the cartoon Movie Coco which already has Indonesian subtitles c) Researchers prepare a projector for Movie media d) Make teacher and student observation sheets as well as questions to determine students' learning understanding. At the stage of implementing the action, the teacher together with the researcher implemented the plan that had been formulated at the planning stage, as well as conducting evaluation tests to students. At the observation stage, the researcher as an observer observed the activities of teachers and students. At the reflection stage, the researcher recorded all the obstacles that occurred during the learning process and improved the actions used in the next cycle. In cycle II the implementation stage is the same as the previous cycle consisting of planning, action, observation and reflection, until the indicators determined by the researcher can be achieved. The learning outcomes of students who are included in the excellent category are evidenced by the acquisition of evaluation tests from the pre-cycle obtaining an average learning outcome value of 64.85 and a percentage of learning completeness of 17.64% (very poor category) with 6 students. The average value of students in cycle I was 70.04 and the percentage of learning completeness was 47.05% (very poor category) with 18 students complete. The average score in cycle II was 78.97 and the percentage of learning completeness was 88.23% (good category) with 30 students complete.

## **B. Suggestions**

Based on the results of the research that has been carried out, the researcher provides the following suggestions:

1. For the Principal

Give an appeal to teachers to apply a variety of learning media in learning that can increase learner activity to improve the quality of learning and be able to bring achievement to learning objectives, especially with Movie media in an effort to increase students' understanding of learning.

2. For English Teachers

Teachers can apply cartoon movie media or similar media such as videos on youtube, for example on the channel youtube “The Fable Cottage” and “Dunia Kartun”, in all classes not only in class VII I because the media can be applied in upper and lower grades to make it easier for students to understand vocabulary.

3. For Further Researchers

For researchers who want to research with similar themes about the application of Coco cartoon Movies, it is hoped that they can conduct broader and in-depth research, especially in English subjects in order to obtain better results than previous studies.