

## CHAPTER V

### CONCLUSION AND RECOMENDATION

This was the final chapter of the study, the researcher presents the conclusion and recommendation based on the research findings and discussion presented in the previous chapter.

#### **A. Conclusion**

Based on the research that has been done in Class B of TK An-Nuur, it can be concluded that teaching English vocabulary using games and songs gives a good impact on the learning process of young children. The activities made the students more active, happy, and involved during the lesson. Compared to usual learning methods, games and songs helped the students understand and remember new English words more easily. In this research, games gave students the chance to practice vocabulary while playing, moving, and thinking at the same time. These games made the classroom situation more relaxed and fun, so students were not afraid to try saying the new words. On the other hand, songs helped students remember words because of the melody and repetition. Some students even sang the songs outside the classroom, which showed that the words stayed in their memory naturally. From the observation and the results of vocabulary tests, it can be seen that most students improved their ability to recognize and use English words after learning through games and songs. They also looked more confident and excited in learning. This means that games and songs are not only enjoyable, but they are also useful tools in helping kindergarten students learn a new language in a simple and meaningful way.

#### **B. Recommendation**

Based on the results of this study, the researcher would like to give several recommendations for teachers, schools, and future researchers. First, for kindergarten teachers, it is recommended to keep using games and songs as part of the English learning process. These methods are not only fun, but also help children learn and remember new words more easily. Teachers can prepare simple

games and familiar songs that match the vocabulary being taught. It is also helpful to use movements, pictures, and real objects during the activities to make the learning more meaningful. Second, for schools, especially early childhood education institutions like TK An-Nuur, it is suggested to support teachers in using creative and interactive methods. This can be done by providing learning media, music equipment, or short training to help teachers create fun English lessons. A supportive environment will help students enjoy learning English from an early age. Third, for future researchers, it is recommended to explore the use of other creative methods, or to apply this approach to different levels of early education. Future studies can also look deeper into which types of games or songs are most effective, or how they influence different kinds of learners.

By continuing to develop joyful and meaningful ways to teach English, especially through games and songs, young learners can have a better experience in learning new vocabulary and build a strong foundation for their language skills.