CHAPTER V

CONCLUSION AND SUGGESTION

Based on the description of findings that presented in the previous chapter, conclusion and suggestion are presented in this chapter.

A. Conclusion

In teaching vocabulary, the English teacher can provide many kinds of media that can be used to support the learning activity. The media which used to attract the students is easy to use and to be understood by the students. Game is a part of the media that can help the teacher reaches the learning objectives. It can be played while studying and implemented in enjoyable ways. The researcher used Blindfold Game to improve the students' vocabulary mastery.

The implementation of Blindfold Game toward the seventh grade students of MTs Al Huda Bandung Tulungagung is effective to increase students' vocabulary mastery. The learning process using Blindfold Game makes the students become active and happy because they enjoy the game. Therefore, the students can enlarge their vocabularies well while playing the game.

Based on the research finding discussed in the previous chapter, some conclusions can be drawn. The mean score of the students in pre-test is 81.82, while the mean score of the students in posttest is 90.55. The average score is increasing after the treatment. It reveals that the students achieve better of get good achievement in vocabulary mastery after being taught using Blindfold Game.

In addition, based on the result of analyzed data, t_{count} is higher than t_{table} (3.682 > 1.812). From this result, the null hypothesis (H_0) is rejected and the alternative

hypothesis (H_a) is accepted. In other words, the seventh grade students in MTs Al Huda Bandung Tulungagung achieved their vocabulary mastery better after being taught by using Blindfold Game.

B. Suggestion

Based on the result of research findings, the researcher would like to give some suggestions as follow:

a. For the students

The researcher recommends the students to improve their vocabulary mastery because learning activity is on-going process. There is no way to stop learning. Students shouldn't only know the meaning of the words, but also the pronunciation. The Blindfold Game is one of plenty solutions for improving their vocabulary mastery.

b. For the teachers

The researcher suggests the Blindfold Game to be used in teaching vocabulary. The game is easy to do and implemented in enjoyable ways. It is also suggested to the English teacher to find and create more effective way in teaching vocabulary especially toward the Junior High School students. A joyful class makes the students learn without feeling bored.

c. For the future researchers

This study is only directed to get data of teaching vocabulary at the seventh grade of MTs Al Huda Bandung Tulungagung. The researcher hopes the future researchers conduct similar research but in different context using

Blindfold Game to teach other skills that is possible to be studied further in order to know more the advantages of the game itself.