# CHAPTER V

## CONCLUSIONS AND SUGGESTIONS

This chapter presents the conclusion drawn from the findings and suggestions for the teachers and further researcher to this Classroom Action Research.

### 5.1 Conclusions

Based on the reflection from the two cycles and findings in Chapter IV, drew the following conclusions.

1. Pictorial board game can be used to improve the vocabulary mastery of the seventh graders of SMP Terpadu Al-Anwar. The results of the preliminary study, Vocabulary Quiz I, Vocabulary Quiz II, after the implementation of the Pictorial Board Game show that there is an improvement of the students' mastery of vocabulary. It is shown by the result of vocabulary quiz which was held every the end of the cycle.

2. In the teaching and learning process, a Pictorial Board Game can be deviced to motivate students to learn English. The students were active and showed their enthusiasm in playing this game. The use of Pictorial Board Game as an instructional media made learning more effective since the seventh graders of SMP Terpadu Al-Anwar found that learning Pictorial Board Game media is enjoyable and satisfying. It was shown that there were not students who were sleeping at class compared to the previous meeting before the researcher implemented the strategy. For the students were staying at boarding school and full of activities, sleeping at class was usual activities for them. But, after the researcher implemented the strategy, the students really enjoyed the teaching learning and they stayed awake in whole session.

3. This study has proved that a board game is more effective to improve

students' mastery of vocabulary than memorization since the Pictorial Board Game provides learning vocabulary in a meaningful context rather than memorize words in isolation. It is shown by speaking ability from the students at classs when they made sentences by related vocabularies they learnt. The students were really active in teaching lerning activities and shown their good participation in class. The students more active in expressing their ideas through question answer related to vocabulary they learnt. Even passive and shy students could be active in the participation at class.

## 5.2 Suggestion

Based on the research findings, some suggestions are put forward in order to improve the quality of teaching and learning process. These suggestions are directed to English teachers, especially secondary school English teachers, and the future researchers.

## 1. For Teachers

English teachers should vary the teaching media to maintain the interest of the students. A Pictorial Board Game as one of instructional media in teaching vocabulary facilitate learning andincrease students'understanding. Moreover, a board game can be used as one of the instructional media in the teaching vocabulary at junior high school since it is more effective rather than teaching vocabulary through memorization. Finally, a Pictorial Board Game is a group game; therefore, teacher should manage the class well in order to avoid ineffectiveness in its implementation and keep students focus on the task. Dealing with the students` participation at class, the teacher must be fully understood about the students` characteristics. Giving more attention to passive and shy students by pointing them to express their ideas was really useful to encourage them to get involved in the teaching learning process. The most important thing, the teacher should appreciate the students` respond by at

least saying thank you to respect them, and saying good to show that the teacher gave compliment to the students whatever their answers were.

**2. For Future Researchers**

Since this classroom action research is limited only to the first year students of the junior high school level, future researchers are suggested to apply the Pictorial Board Games in a large population and sample to get more valid conclusion. In the Pictorial Board Game, it would be better to use clear picture for the cards to avoid misinterpretation and design the rule well to make it effective and avoid cheating.