

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter is presented conclusion and suggestion based on the research findings and discussion that presented in the previous chapter.

A. Conclusion

The implementation of Scavenger Hunt Game in the fifth grade students of SDN 1 Sukodono is effective to improve the students' vocabulary score. After they got the treatment, they easily understanding the meaning of vocabulary. It can be seen from the result of pre-test and post-test.

The students' vocabulary mastery before being taught by using Scavenger Hunt Game is low. It can be seen from the mean of the pre-test score, that is 64.38. Then, the result of students' vocabulary mastery after being taught by using Scavenger Hunt Game is better than before. It is proved by the mean score of the post-test which is higher than pre-test, that is 78.75.

Based on the result of data analysis above, it can be concluded that there is significant different scores of students' vocabulary mastery before and after being taught by using scavenger hunt game on fifth grade students at SDN 1 Sukodono. Teaching vocabulary using Scavenger Hunt Game enables the students to understanding and using the new vocabulary that they learn, especially for elementary school students.

B. Suggestion

Based on the conclusion above, the researcher would like to give some suggestions as follow:

1. For the English teacher

Scavenger hunt game is effective for teaching vocabulary. So, the researcher recommends for the teacher to use scavenger hunt game in teaching and learning process. By this method, the teacher can manage the class became fun and interesting for students. Students also can memorize the new vocabulary easily, which can increase their vocabulary mastery.

2. For the students

This research may useful for the students' motivation in learning English. It also can improve their English vocabulary mastery by using scavenger hunt game. Furthermore, it is also suggested that the use of scavenger hunt game can give a variation in teaching and learning process, especially in learning vocabulary. So, it gives a positive progress on students' vocabulary mastery.

3. For the next researcher

This research can be used as a reference for the next researcher who will conduct a similar research, which is using scavenger hunt game. The next researcher can give any improvements. The researcher suggests for the next researcher to conduct this method at different level students and investigate the effectiveness of this method on other language skill or component.