

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This chapter presents the conclusion and suggestion on the implementation of using secret message game toward students' vocabulary achievement.

#### **A. Conclusion**

The implementation of the Secret Message Game at SMP 3 Kedungwaru is very useful to increase students' vocabulary achievement. The implementation of the game in teaching learning makes the students to have more responsibility to interact in applying the game. Moreover, the students are more active and confidence during the process of teaching vocabulary.

Based on the research finding discussed in the previous chapter, some conclusions can be drawn. The students' vocabulary before being taught using Secret Message Game at SMP 3 Kedungwaru in the average score is 63.86. Meanwhile, the students after being taught using Secret Message Game rises up, because the average score in posttest is 76.30. It shows that the students get good achievement in mastering vocabulary after being taught using Secret Message Game.

There is any significance difference in the achievement of the students' before and after using Secret Message Game. The result pretest and posttest presented in Table 4.10 and table 4.12 support this finding. The result of table

4.10 shows that the mean scores of posttest are higher than pretest, revealing that Secret Message Game is able to promote the students' achievement higher than before being taught using Secret Message Game.

Therefore, from the result of data analysis above, it can be concluded that there is any significance difference in the achievement of the students' before and after being taught using Secret Message Game. Moreover, Secret Message Game is more effective and interesting than the conventional teaching in teaching English about vocabulary to the students, especially for junior high school.

### **B. Suggestion**

The finding of this research shows that there is significance effect between the students before and after being taught by using Secret Message Game for increasing students' vocabulary achievement. So, the researcher tries to give some suggestions as follow:

First, the suggestion goes to English teacher of junior high school. English teacher is expected to use Secret Message Game of teaching vocabulary to develop the students in expand their skill, especially for junior high school. It also improves motivation of teacher to be more creative in selecting teaching strategy or teaching method. The variation of method for teaching to the students, for example using like game provides joyful class and interest for the students' that makes them to learn without burden and bored.

Secondly, the suggestion is directed to the students. Since the effectiveness of Secret Message Game is proved in this research, it is suggested that the students should be more active and creative in doing exercises. The students

should not only come to the school, meet their friends and listen the English teacher explanation but also increase the frequency of English vocabulary in order to improve their English ability.

Thirdly, the suggestion is addressed to other researchers; the study is only directed to get data of teaching vocabulary at SMP 3 Kedungwaru, Bangoan, Kedungwaru, Tulungagung. There are still many things related to teaching of English that is possible to be studied further. So, the researcher suggest for further researcher to make some studies related to the teaching English in this school or out of this school.