

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the resume of findings and discussion according to the result of using Scattergories game strategy toward students' ability in vocabulary. Meanwhile, the suggestions are directed to English teacher and the future researcher.

A. Conclusion

After the data is analyzed, it could be concluded that Scattergories game strategy was effective to be used in teaching vocabulary. It can be said because there were any significant difference score in vocabulary mastery between the students who were taught using Scattergories game strategy and those who were not taught using Scattergories game strategy.

The result of the sig. (2-tailed) statistic calculation of Independent Samples T Test using SPSS 23 revealed that the significant value of the group was 0.023. It means that the significant level smaller than significant level ($0.023 \leq 0.05$). The result of significant value indicate that the null hypothesis (H_0) was rejected and the alternative (H_a) was accepted. So, in the second grade of Mts Darul Hikmah Mojokerto, there was a substantial effect of adopting the Scattergories game strategy on student competence in vocabulary mastery.

Students can increase their vocabulary by playing the Scattergories game. All activities involve students so that they can teach their minds to memorize

vocabulary. In the other word, it meant that Scattergories game strategy can be used as alternative strategy in teaching vocabulary.

B. Suggestion

The researcher makes some recommendations based on the research results calculated in the preceding chapter for the teachers, students, and potential researchers who are interested in this area. The following are the specifics:

1. For English Teacher

- a. In the teaching and learning of English, English teachers must use engaging learning or media. One of them makes use of games, such as Scattergories. Scattergories game can help students learn new vocabulary and gain new knowledge.
- b. English teacher have to use many strategies in vocabulary learning, for example games. In the game students get new vocabulary with fun and interesting.
- c. English teachers should always motivate their students that learning English is not difficult but learning English is very fun. Learning English is very interesting to learn especially using the Scattergories game.

2. For Students

- a. Students must always be interested in the teaching and learning process. Do not have to wait for an explanation from the teacher, students must explore their abilities in learning English. Students can find resources for learning through the library, book, internet, or their friends.

b. In learning students must have confidence, enthusiasm, and great effort.

If they make a mistake, they have nothing to fear when dealing with the problem. That's the learning process.

c. Students must have a strong desire to read in order to expand their vocabulary, knowledge, and develop positive habits.

d. For future researchers

The findings of this study can be used in various ways to help them study this topic with more interesting strategies and outcomes. Researchers can also apply this strategy at all ages and levels of the students.