

CHAPTER V

CONCLUSIONS AND SUGGESTION

This chapter is devoted to draw some conclusions and suggestions based on the research findings and discussion presented in the previous chapter.

A. Conclusions

Based on the result of data analysis, both theoretical and practical conclusions are drawn as follow:

1. Theoretical Conclusions

The used of crossword puzzle game is effective to teach vocabulary. This statement is supported by the theory of Kim (1995:35) that use of game can create a meaningful context for language use.

2. Practical Conclusions

- a. The students' vocabulary achievement before being taught by using crossword puzzle game is generally low. It can be seen from the score obtained by the students before being taught by using crossword puzzle game.
- b. The students' vocabulary achievement after being taught by using crossword puzzles game is better than before. It is shown from the score obtained by the students after being taught by using crossword puzzle.

- c. There are significant differences score of the students' vocabulary achievement before and after being taught by using crossword puzzle game. The total score after being taught by using crossword puzzle game is higher than before. Hence, it can be stated that crossword puzzle game is effective used in teaching vocabulary for the first grade students.

B. Suggestions

The finding of this research showed that there is significant effect between the students before and after being taught by using crossword puzzle game for increase students' vocabulary achievement. So, the researcher gives some suggestions addressed to the English learners, the school, English teacher and other researchers.

For the English learners, the result of the research indicated that the ability of the first grade students of SMPN 2 Sumbergempol in vocabulary learning is in poor category. It is proven by finding the difficulties in vocabulary test. It is hoped that the students increase their ability. The students need to enrich their experiences in vocabulary achievement. They also need to increase their motivation and interest to learn vocabulary well. In so doing, the students had many vocabularies and they did not find difficulties in finding the word meaning.

For the school, considering that teaching vocabulary by using crossword puzzle game is effective. Therefore, it is suggested that the school should facilitate the teacher to conduct crossword puzzle game in teaching vocabulary.

For the English teacher, it is suggested that the English teacher, especially in Junior High School to teach using crossword puzzle game. In addition, teacher must make teaching and learning process become more interesting, fun and enjoyable. The teacher also can apply interesting game to develop the students' ability, used the interesting materials like' storytelling, games, etc, that did not make the students bored. So, the students did not get bored and they feel easier to memorize their vocabulary.

Finally, for the other researchers, this research is not perfect yet. It is suggested to conduct further research on similar area by improving the methodology or to use it as a reference to conduct a further research related with crossword puzzle game in difference area of teaching.