CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions drawn from the findings and suggestions.

A. Conclusion

Based on the result of research finding and discussion, the researcher concluded that the students' vocabulary and their involvement in the class could be improved by using Miming Game. This improvement was showed from the students' test result from preliminary study to cycle one, and cycle one to cycle two.Their progress was not only can be seen from their writing score, it also can be seen from their motivations during the process of teaching and learning.

Based on students' response, they were interested during teaching and learning process in using Miming Game. It made the students enjoy and comfort to study english. It also helped the students more active and creative to increase their imagination, so they could memorize the vocabulary easily.

The Procedure of improving students' vocabulary by using Miming Game consisted of:

a) The researcher had preparation before conducting the research such as: preparing the lesson plan, media, strategy, and another instruments.

b) The researcher introduced the lesson plan to the students before guiding them in order they had imagination or view what they would do and get the benefit during the implementation of Miming Game in the class.

c) The researcher would support them by giving motivation and sugestion before and after they did the teaching and learning, in order they more spirit and enthusiastic in learning english especially in mastering the vocabulary.

d) The researcher helped by the observer as the collaborator teacher when teaching and learning in the class. The observer also observed the students' activities during the teaching and learning process.

e) The teacher sometimes observed and monitored the students' activities during the implementation of Miming Game to make sure that they were following the researchers' instructions.

f) During the implementation of Miming Game in teaching and learning process all of students were more enthusiastic and attractive.

g) After the researcher had been modified the procedure of Miming game, all of the students was achieved the criteria of success.

h) By using Miming Game, could improve the students' ability in memorizing the vocabulary. This game also helped them in memorizing the vocabulary easily.

i) For the test, the researcher used multiple choice and matching picture to measure the students' progress. It can be seen from their score from

preliminary test, cycle 1 and cycle 2. Because their score improved significantly.

B. Suggestion

Based on the conclusion above, the researcher would like to give some suggestions to improve the students' vocabulary by using Miming Game. The suggestions showed as follows:

First, the researcher would like to give the suggestion for the teacher. Miming Game was recommended to use in teaching and learning process. Because, Miming Game was solved the students' problem in memorizing the vocabulary. Miming game was also good strategy to make the students did not feel bored in the class.

For the second suggestions, it is suggessted for English students to use Miming Game by themselves at home or outside the classroom. This is because Miming Game is suitable for the students in elementary school. Beside of that Miming Game was simple and easy to apply by the students.

Finally, the last suggesstion is intended for the next researcher. They are suggessted to do some follow up research by using Miming Game. This research study can be used as reference. The next researcher should find the weakness and the strength of this research. So that they could conduct the better research and could find out more advantage of Miming Game.

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