

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents the conclusion and suggestion on the implementation of using Born to the Shop Game to improve students' vocabulary.

A. Conclusions

After analyzing the data in chapter IV, the researcher could take conclusion as follow:

1. The students' vocabulary before being taught by using Born to the Shop Game at SMPN 2 Sumbergempol is poor, because the mean was 48.92.
2. The students' vocabulary mastery after being taught by using Born to the Shop Game at SMPN 2 Sumbergempol is good, because the mean was 77.84.
3. From the result of students' vocabulary before and after being taught by using Born to the Shop Game, there was significant difference of the students' vocabulary.
4. Teaching vocabulary by using Born to the Shop Game is effective. Because, there is any significance difference in the achievement of the students' before and after using Born to the Shop Game. The result of statically computation using t-test shown that the result of pretest and posttest was 7.412. The t-table with significant level 5% was 2.056. So, t-

test was greater than t-table ($7.412 > 2.056$). It means that H_1 was accepted and H_0 was rejected, so there were significant difference score before and after being taught using Born to the Shop Game.

Thus, from the discussions above, it can be concluded that there was any significant difference score before and after using Born to the Shop Game in teaching vocabulary. Moreover, Born to the Shop Game was interesting and more effective than conventional method in teaching vocabulary, because the students feel fun when they get material using Born to the Shop Game, so they are motivated in learning English especially in vocabulary.

B. Suggestions

Based on the results of the research, some suggestions are addressed to the school, English teacher, and other researchers.

For the school, considering that teaching vocabulary by using Born to the Shop Game is effective, therefore, it is suggested that the school should facilitate the teacher to conduct Born to the Shop Game in teaching vocabulary.

For the English teacher, it is suggested that the English teacher, especially in Junior High School to teach using Born to the Shop Game. In addition, teacher must make teaching and learning process become more interesting, fun, and enjoyable, so the students will not get bored and they feel easier to memorize their vocabulary.

Finally, for the other researcher, 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 Born to Shop Game in difference area of teaching.