

## **CHAPTER V**

### **CONCLUSIONS AND SUGGESTIONS**

This section presents the conclusions of the research about the implementation of make a guessing game to improve the IV students vocabulary mastery of SDN 1 Salamrejo, Karanganyar, Trenggalek in the 2013/2014 academic year and the suggestions for student, teachers and other researchers based on the result of this study.

#### **A. Conclusions**

By analyzing students score in the preliminary study, the researcher found that the students scores were low, there are still many students who value under KKM. Their mastery of English vocabulary needed to be improved. Only 2 student could pass the test in preliminary study.

From the first cycle, after being given a new vocabulary through the Guessing games, the researcher found out that the students vocabulary mastery was increasing. There were 9 student or 64.3% who passed the vocabulary test while the other 5 students or 35.7% were unsuccessful. Compared with the result of the vocabulary test in preliminary study, it has been seen that there is an increase in the graduation test vocabulary from 14.3% to 64.3%.

Then, from the second cycle, there is a significant increase in students' knowledge in the students' vocabulary mastery. In the second cycle, has seen an increase in that there were 12 students (85.7%) who passed the test and only 2 students (14.3%) failed. From this research, it can be concluded that in learning vocabulary through guessing games can improve the knowledge of students in learning English.

Vocabulary mastery can prove from the positive responses. The students looked very enthusiastic in doing the teaching learning process. The students problems in vocabulary can be solved by using a guessing game through the following steps: The students more divided into two groups, each group was given a pictorial paper. This pictorial paper used to guess the vocabulary from arrangement of the blank letters, Each groups who can complete the blank letters on the board correctly, is the winner.

## **B. Suggestions**

This section presents suggestions for students, teachers and other researcher.

### **1. For the student**

The writers hope that this thesis is very helpful for students who want to use a guessing game in order to improve the vocabulary mastery. Many of the students to easily memorize vocabulary and understand the vocabulary, guessing games also provide state of the class to be fun and students become more active.

## 2. For the teachers

Realizing that the implementation of a guessing game was successful as an alternative way that can improve the students vocabulary fourth mastery of SDN 1 Salamrejo, Karangan, Trenggalek in the 2013/2014 academic year, the writer suggested that English teachers at SDN 1 Salamrejo, Karangan, Trenggalek used a guessing game as an alternative way in teaching vocabulary to improve their students vocabulary mastery. Guessing game will facilitate teachers in the classroom teaching process, because it can make the method attractive for students. Guessing game will facilitate teachers in the classroom teaching process, because it can make the method attractive for students.

## 3. For the Other Researchers

It is suggested for future researcher to conduct a similar study in other levels of the students to see whether it is applicable and effective for improving the students mastery in vocabulary. provide early knowledge of future researchers to further improve the quality of thought in making useful new method to facilitate and improve student interest in learning English. It is also advisable for them to use other methods in their study for Enriching that can be used for improving the students vocabulary mastery.