

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions from the findings and discussions, and suggestion for the English teacher, students, and next researcher.

A. Conclusion

After the researcher conducted the implementation of the monopoly game, the students' vocabulary improved. It was known from the result of the test score from preliminary study, cycle 1 and cycle 2. The researcher knew from the students' responses while teaching and learning process, monopoly game was interesting. They happy and enjoyed it during teaching and learning process. The students could master the vocabulary after implementing this game.

Moreover, some students who made a lot of noise and could not pay attention in the first cycle can be solved by giving more loudly explanation, gave more attention, and different groups. Its function was to make the students paid attention to the teacher and focused in playing the monopoly game. The students who confused in doing the test could be solved by ask to the teacher while they are doing the test. The researcher concluded that monopoly game could improve the students' vocabulary mastery. The students' score of English also could be improved by using this game.

The result of students' scores in preliminary study shown that the students' vocabulary needed to improve, because their scores were low. The researcher found that from the 28 students, there were 16 students or who took the test got scored <75 or 57 % of them could not reach the Minimum Mastery Criterion (KKM). So, it means that the result of preliminary study could not achieve the criteria of success. Thus, that the students' vocabulary was low. To improve the students' vocabulary, the researcher did this classroom action research.

From the first cycle, it was shown that the number of the students who passed the KKM in the result of test increased than before. There were 19 students or 68 % who passed the test and 32% failed because they could not achieve the Minimum Mastery Criterion (KKM) score. So, it need to do more application method and should be continued to the next cycle until achieves 75 % or more of the students who achieve the criteria of success. After doing the second cycle, it was shown that the number of the students had achieved the criteria of success, from the result it shown that 23 students or 82 % of third grade students of SDI Miftahul Huda passed the minimum mastery criterion (KKM) score and could achieve the criteria of success.

In conclusion, from the result of preliminary study, cycle 1, cycle 2, it can be seen that the monopoly game could solve the problems on memorizing vocabulary and it can also improve the students' vocabulary mastery. In other word if the student have problem in memorizing vocabulary and they want to improve their vocabulary mastery the teacher can teach the students by using

monopoly game through the following procedures: The teacher asks the students to make groups, after that the researcher introduces the monopoly game as clear as possible. The next, the teacher explains the instruction on how to use the monopoly game. After the students understand the way to apply the monopoly game, the researcher asks to start the game, after the students apply the monopoly game the researcher asks the students to mention the vocabulary with the meaning.

B. Suggestion

Based on the result of classroom action research, the researcher addressed to the students, English teacher, and also next researchers.

1. Students

For the students, they are suggested to be more active during the teaching learning and they also suggested being more pay attention to teacher explanation.

2. English Teacher

For English teachers, the teacher is suggested to be more active in determining the strategy in teaching English especially in teaching vocabulary. It's better for the English teacher to use interesting teaching media. The teacher can use monopoly game as one of alternative media to improve students' vocabulary mastery.

3. Next Researcher

For the next researchers, it is very expected to develop monopoly game better and further to help students to improve their vocabulary mastery. So,

the more research has done, the more contributions given for better education, especially in English teaching and learning.