

CHAPTER V

CONCLUSION AND SUGGESTION

Based on the description of findings presented in the previous chapter, conclusion and suggestion are presented in this chapter.

A. Conclusion

Based on the result of research finding, it can be concluded that:

- a. The students' mean score on vocabulary mastery before being taught by using Bingo Game was 68.00 from 35 students. There were 2 students got 56 as lower score and 9 students got 76 as higher score.
- b. The students' mean score on vocabulary mastery after being taught by using Bingo Game was 85.14 from 35 students. There were 2 students got 72 as lower score and a student got 96 as higher score. So, the students' mean score after being taught by using Bingo Game was higher than students' mean score before being taught using Bingo Game ($68 < 85.14$).
- c. There were significant different score of the students' vocabulary mastery before and after being taught by using Bingo Game. The score after being taught by using Bingo Game was higher than before. It showed from the statistical result using SPSS. The difference of mean score between pre-test and post-test was 17.143. Hence, it can be stated that Bingo Game was effective towards the second grade students' vocabulary mastery at MTs Darul Falah Bendiljati Kulon.

B. Suggestion

Based on the result of this research, the researcher gives suggestion to the English Educators and to the future researcher as below:

1. For the English Teacher

The result of this study can be used continuously as one of the alternative way of the teaching and learning vocabulary, since it brings many benefits. The teacher also could use Bingo Game to teach other skills. Bingo Game helps the students to memorize the new vocabulary in joyful atmosphere. Besides that, the teacher also needs to provide individual work to make sure all the students active in the learning.

2. For the Future Researcher

Other future researchers can use this research as the supporting source and a reference for conducting further research of the relevant topics. In addition, they also can develop this media to be implemented in other language skill. However, this study still has weakness. There is no control group in this study, because the researcher used pre-experimental study with one group pre-test and post-test. Therefore, the researcher cannot be sure that this research is effective because Bingo Game. Furthermore, the future researcher can use control class and other research design to know whether Bingo Game is even effective or not.