CHAPTER V
CONCLUSION, IMPLICATION AND SUGGESTION

A. Conclusion

After the researcher analyzed the data, it could be concluded that:

1. The students’ vocabulary competence in experimental group was better than that in control group. The mean score of experimental group in post-test was better than that in control group (81.6 > 73).
2. After playing Sentence Race game, the students could easily remember the words which have been learned in longer time.
3. The result of t-test computation was higher than the value of t-table (8.315 > 1.669). Therefore, it could be concluded that the hypothesis of the research that Sentence Race game was effective for teaching vocabulary was acceptable. In brief, the research analysis revealed that there was a positive impact of Sentence Race game for teaching vocabulary at the seventh grade students of SMP Negeri 1 Kalibagor in academic year 2015/2016.

B. Implication

Based on the result of this research, there were some positive effects of implementing Sentence Race game at the seventh grade students of SMP Negeri 1 Kalibagor in academic year 2015/2016. The positive effect was Sentence Race game could be selected as one of alternatives technique for teaching English vocabulary. This game was really appropriate for teaching vocabulary especially for reviewing vocabulary. By implementing this game, the students could memorize words which have been learned in longer time.

Moreover, this game also could make the students enjoyed their vocabulary teaching learning process. Playing this game could make the students feel fun when they learn vocabulary. Therefore, it could make a good atmosphere for the students to learn vocabulary and it could make them interested to learn vocabulary.

C. Suggestion

Based on the result of this research, the researcher would like to purpose some suggestion related to this research. The suggestions are as follows:

1. For the teacher

   In teaching vocabulary, the teacher should facilitate the students to recycle their vocabulary. Recycling vocabulary is really important to make the students can remember the words in longer time. In this case, the teacher can use Sentence Race game in teaching vocabulary as an alternative way for recycling students’ vocabulary. When implementing this game the teacher should also be able to manage the class well, because sometimes the students will tend to be noisy when they play this game.

2. For the Further Researcher

   The researcher conducted this research to find out the effectiveness of Sentence Race game for teaching vocabulary. For the other researcher, this research can be used as additional reference for those who want to conduct further research in different English skill or the other kind of research.