CHAPTER V
CONCLUSION AND SUGGESTION

A. Conclusion

The result and discussion of this research which have been mentioned in chapter IV proved that actually Charades game technique was able to improve students’ vocabulary in learning English at grade VIII A students of SMP Muhammadiyah 3 Purwokerto. The conclusion was based on the following result:

1. Students’ vocabulary improved. Most of the students could reach the KKM score, it was 70. It also can be seen from the result of pre and post test. The average of pre-test was 62.78%, post-test 1 was 67.07%, and post-test 2 was 88.18%. The score improvement in post-test 1 was 4.29% toward pre-test. The score improvement in post-test 2 was 21.11% toward post-test 1.

2. The data got from the observation result, the average of students’ activities improved in Cycle 1 action 1 was 55.55%, Cycle 1 action 2 was 133.33%. Cycle 2 action 1 was 192.58 %, and Cycle 2 action 2 was 288.89%. The observation result showed the total average of students’ activities in Cycle 1 were 18.89% and the total average of students’ activities in Cycle 2 was 48.15%. Thus, the improvement of students’ activities was 33.52%.

3. The questionnaire result showed that students gave positive response to the implementation of Charades game technique in English teaching learning process. Most of the students enjoyed in following the lesson and were active in English class through Charades game technique. The students could understand and remember the words correctly and easily.
4. The interview result also showed good response about the implementation of Charades game technique to teach vocabulary. The students stated that the students could understand the words correctly and easily through Charades game technique. The teacher also stated that the implementation of Charades game technique made the students to be more active in following the teaching learning process.

From those result, the researcher concluded that English teaching learning process through Charades game technique could be technique to improve students’ vocabulary. It was because the students could understand the words easily and have more confidence to speak up during the teaching learning process.

B. Suggestion

Based on the result of this research, which indicates there are positive effects of the use Charades game for teaching vocabulary at Junior High School, the writer gives some suggestion as follows:

1. For the teacher
   a. Charades game can be chosen as an alternative way for teaching vocabulary.
   b. The teacher should be able to motivate the students to be active in the class, and Charades game can be a good technique to attract the students’ interest in learning vocabulary

2. For other researchers

   Hopefully, Charades game can be a reference for other researcher to make further research.