

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the result of the data analysis, it was found that students' achievement in experimental class was better than control class when learning English vocabulary using guessing game. The result of t-test computation was higher than t-table value ($2,877 > 1,673$) with the degree of freedom = 54. Therefore it could be concluded that the hypothesis of the research saying that guessing game was effective in teaching vocabulary was accepted. It was found that students' who are taught by using guessing game got better score than the students who were taught by different method. In brief, the research analysis revealed that there was a positive impact of guessing game in teaching vocabulary at the eighth grade students of MTs Ma'arif Nu 1 Kembaran.

B. Suggestion

Having conducted the research, the researcher gave some suggestion that are proposed for the teachers, students, readers. The suggestion are as follows:

1. For the Teachers

Teacher can use guessing game in teaching vocabulary as an appropriate way for enhancing students' vocabulary mastery because it was found that students' vocabulary mastery increased by the conducted research.

2. For the Students

Guessing game can be effective for learning vocabulary. The students should have some efforts to learn English by trying to practice anything in their spare time.

3. For the Readers

This research will be an input for the readers to improve and enlarge their knowledge on how to teach and learn vocabulary using guessing game in interesting teaching and learning.