

BAB V

CONCLUSION AND SUGGESTION

This chapter provides conclusion and suggestion. Conclusion is a general description for the overall results of the analysis carried out. While, suggestion is recommendations regarding research results for both general and specific purposes.

A. Conclusion

The research is Classroom Action Research design which is aimed to improve the students vocabulary mastery through the applying of Anagram game. The participants of the research were the writer and also as a teacher, collaborator English teacher, and the students at eighth A class in SMPN 1 Kayan Hilir. The research obtained two data which related to the use of Anagram game in improving the students vocabulary mastery namely quantitative dan qualitative data. Quantitative data answered the first research question which about how Anagram game can improve the students vocabulary mastery and qualitative data answered the second research question which about how the students responses toward the use of Anagram game to improve the students vocabulary mastery.

The result of test showed that there was an improvement in the students' score in both cycles after applying Anagram game. It can be proven by the mean of the students score in the first cycle was better than the second cycle in which had 61% improvement on the mean of the students score.

It occurred because the students more practiced in mastering vocabulary in the second cycle than in the first cycle. As a result, there is a significant improvement between the first cycle and the second cycle which means teaching vocabulary using Anagram game can improve the students vocabulary mastery at eighth A class in SMPN 1 Kayan Hilir.

While, the result of observation showed that the students' participation on teaching and learning process by using Anagram game was improved which had 6% improvement. It can be proven by the students were more active in the second cycle than the first cycle. Furthermore, the students were being enthusiastic in learning English by applying Anagram game and they also liked to learn English by using Anagram game because the game was fun, easy to understand and the game helped the students to find new vocabularies or in other words, the use of Anagram game can improve the learning process. As a result, Anagram game is the appropriate game to improve the students' vocabulary mastery at eighth A class in SMPN 1 Kayan Hilir because the game is fun and it can help students to find many new vocabularies in English.

B. Suggestion

In order to overcome the lack of students' vocabulary, the writer suggests that teachers need to guide and motivate the students to improve their vocabulary by using Anagram game because the game can help students find many new vocabularies in English. Learning vocabulary is not only

about finding new words and knowing their meanings but we need to learn other aspects of vocabulary such as spelling, pronunciation and word usage. Thus, the students should have much vocabularies and know it well by considering these aspects appropriately. Furthermore, the writer suggests that the students are be able to use Anagram game creatively so the vocabulary found does not focus only on certain topics but can create various types of new vocabularies so students can easily find many new vocabularies such as about verb, noun, adjective and they can learn these vocabularies well.