

## **CHAPTER 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 Crossword puzzle game. The participants of the research were the researcher and also as a teacher, collaborator English teacher, and the students at eighth A class in SMPN 04 Sintang. The research obtained two data which related to the use of Crossword puzzle game in improving the students vocabulary mastery namely quantitative and qualitative data. Quantitative data answered the first research question which about how Crossword puzzle 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 Crossword puzzle 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 Crossword puzzle game. It can be proven by the mean of the students score in the first cycle was better than the second cycle. 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 Crossword puzzle game can improve the students vocabulary mastery at eighth class in SMPN 04 Sintang.

While, the result of observation showed that the students' participation on teaching and learning process by using Crossword puzzle game was improved. 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 Crossword puzzle game and they also liked to learn English by using Crossword puzzle 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 Crossword puzzle game can improve the learning process. As a result, Crossword puzzle game is the appropriate game to improve the students' vocabulary mastery at eighth class in SMPN 04 Sintang 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 researcher suggests that teachers need to guide and motivate the students to improve their vocabulary by using Crossword puzzle 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 and pronunciation. Thus, the students should have much vocabulary and know it well by considering these aspects appropriately. Furthermore, the researcher suggests that the students are be able to use Crossword puzzle 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.