

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter the researcher presents conclusions from problem-based research in chapter 1 and the results of chapter 4 based on data obtained from cycle 1 and cycle 2, the researcher also presents suggestions from this research.

A. CONCLUSION

The problem in this research is about students' vocabulary mastery and students' participation in learning activities that are usually poor. Some of the factors that influence the problems experienced by students include students' lack of motivation in learning English, then students' lack of vocabulary mastery. This makes students feel bored in the classroom when learning takes place. The difficulty of memorizing vocabulary makes students not focus when learning takes place. The researcher saw this by applying media in the classroom, namely by using puzzle media. To improve students' vocabulary mastery and student participation in class VIIC.

There were two cycles in this study, the first cycle was conducted in two meetings and the second cycle was conducted in two meetings. Based on the results of the study, it can be concluded that students' vocabulary mastery and students' participation in learning activities through the application of the Puzzle game technique can be improved, especially for students of class VIIC in SMPN 01 Dedai.

In this research there were two cycles, namely the first cycle and the second cycle. In the first cycle used in two meetings, in the second cycle researcher conducted two meetings as well. During the four meetings, the researcher conducted a research that applied word media to improve vocabulary mastery and student participation in the classroom. In the application of this media can improve so that the ability of students' vocabulary mastery increases.

In conclusion, in the first cycle the researcher used observation, students' vocabulary mastery was still low, students found it difficult to master vocabulary. Students were also less active in following the learning activities, sometimes they were often busy with their activities and some students were passive and said they were afraid. Students said learning English is difficult to understand.

Students are already active in the classroom and some students focus during the learning process by using puzzle game media. Most of them are enthusiastic and active in class, from the results of this meeting participation in using this media has increased. Vocabulary mastery has improved with four aspects namely quantity, meaning, spelling, and pronunciation. However, in this cycle, the aspect of mastery of spelling and pronunciation in students was still low, so the researcher decided to continue the research in the second cycle.

In the second cycle, the researcher also used observation to improve students' vocabulary mastery and students' participation in teaching and learning activities. Most students are very active during learning. In this cycle there was also an increase in all four aspects of students, with very good criteria, good categories,

and no students who scored less. This means that students' vocabulary mastery and participation have improved in four aspects. However, some students in the aspect of vocabulary pronunciation still have a little difficulty. Using puzzle game media can improve vocabulary mastery and student participation in learning activities in class VII C SMP Negeri 1 Dedai.

B. SUGGESTION

Based on the results of this research, the following suggestions can be taken into consideration:

The first is for English teachers, in teaching English vocabulary, it is recommended to apply puzzle game media, because it can help students easily understand vocabulary learning. For students, they can use and practice more with puzzle game media to enrich vocabulary in daily activities. For researcher, it is recommended to conduct similar research by exploring focus areas on other English language skills, this research focused on the use of puzzle game media to improve students' vocabulary mastery and students' participation in learning activities.

In this research, there are several activities in teaching and learning vocabulary using puzzle game media that can be a reference for other researcher and readers in teaching vocabulary to students.