

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusion

The tenth-grade students of SMA Negeri 1 LaBlangpegayon get better result after they are taught vocabulart by using scattergories game than before they are taught vocabulart by without using scattergories game. There is a difference between the students' ability in mastering vocabulary before they are taught vocabulary by using scattergories game and after they are taught vocabulary by using scattergories game and the difference is 65%. It is proved by the result of N-Gain Score calculation and the result calculation is 0.65. Therefore, the students' ability in mastering vocabulary increases 65% after they are taught vocabulary by using scattergories game.

The tenth-grade students' ability of SMA Negeri 1 LaBlangpegayon is not good category because their average score is 57.50 before they are taught by applying scattergories game. Their ability in mastering vocabulary is not satisfying. The tenth-grade students' ability of is good category because their average score is 79.29 after they are taught by applying scattergories game. Their ability increases 21.79 points after they are taught by applying scattergories game. Thus, teaching vocabulary to the grade students of SMA Negeri 1 Blangpegayon by applying scattergories game is successful because the students' ability in mastering vocabulary increases.

5.2 Suggestions

Based on the result of study, some suggestions that are expected to be useful in the future and they are as follows:

The English teachers of SMA Negeri 1 Blangpegayon who teach vocabulary to the students should use scattergories game because the use of the method can improve the students' ability in mastering vocabulary.

The principle of SMA Negeri 1 Blangpegayon should prepare facilities such as media, books, or the other facilities which are needed in teaching and learning process. Thus, the goals of teaching and learning process can be researched well. The other researchers are suggested to do research that relates to this research by enraging the area of research such as Junior High Schools and higher school level or by using other designs such as a quasi-experiment.