

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

From the result and discussion about the use of spelling bee game to improve students' vocabulary mastery for the tenth grade MIA 2 of Darul Qur'an Islamic Boarding School Tembung concluded that:

1. Preliminary Study

Quantitatively, the students' ability in vocabulary is still categorized under the minimum passing grade (78). The number of students who took the test was 33 students with the total score 2.126. Students who got score 78 or more was 9 students (27,3%); students who got score under 78 was 24 students (72,7%). The mean of the students was 64,42.

Qualitatively, the students' vocabulary ability is still low. The data taken from the result of every meeting and the interview. The interview was done before conducting the first cycle. It was found out that the teacher's problem in teaching vocabulary was the inappropriate use of teaching media. The interviewer also found the students still had difficulties in studying English vocabulary as explained before in background problem.

2. Cycle 1

Quantitatively, the students' ability in vocabulary has started to improve than before. The number of students who took the test was 33 students with the total score 2.685. Students who got score 78 or more was 28 students (84,8%); students who got score under 78 was 5 students (15,2%). The mean of the students was 82,25.

Qualitatively, the students' ability in vocabulary has started to improve than before. However, the researcher does not know whether the students' answer are based on what they understand or based on students' memorises because the test in post-test 1 was same with preliminary test. To prove it, the researcher was continued the next cycle.

3. Cycle 2

Quantitatively, the students' ability in vocabulary has enriched by spelling bee game media. It can be seen from the result of the post-test 2 in cycle 2. The number of students who took the test was 33 students with the total score 2420. Students who got score 78 or more was 30 students (90,91%); students who got score under 78 was 3 students (9,09%). The mean of the students was 88,37.

Qualitatively, based on the result of the data which was taken from the observation sheet, it was found that class ran effectively. The students time discipline, paid attention to teacher during the teaching and learning process.

From the explanation above, it could be conducted that the result of the research showed that the use of spelling bee game could enriching students' vocabulary mastery. It could be proven by the quantitative and qualitative from post-test 1 until post-test 2 and students' activity; attitude during learning process. In addition, Students' response felt happy during learning vocabulary with games especially spelling bee game.

B. Suggestion

Based on the result of this research, the researcher gives suggestion:

1. For the English teacher

The researcher suggests the teacher to solve the problems in learning vocabulary by using smart guessgame media. The purpose is to make the students feel enjoy and excited in English learning especially to enriching students' vocabulary mastery.

2. For the students

The students have to try to learn vocabulary.

Because vocabulary is very important especially in English.

3. For the next researcher

The researcher gives suggestion to the next researcher to conduct the similar game with other respondents to find out the advantages of this material or improve this research by doing further examination on the students' vocabulary mastery through the use of spelling bee game.

