

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusions

From the result and discussion about improving the students' vocabulary mastery through the implementation of riddle game could be concluded that:

1. The students' vocabulary mastery was low before implementing riddle game in learning activities. It could be seen from the qualitative and uantitative data. The mean of the students' scores were 45.45. After implementating of riddle game the students' vocabulary mastery was good. It could be seen from the students' score and the students' response while learning process. The students were not difficult more to mastere vocabulary. Besides it, it could be seen from the mean in each cycle. It was showed from the mean of post-test in the first cycle was 61.36 and post-test in the second cycle was 80.91. There was improvement in every cycle.

B. Suggestions

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

1. For the teacher,

The researcher suggests the teacher to solve the problems in learning vocabulary by giving riddle game technique. The purpose is to make the students fell enjoy and easily to mastere vocabulary.

2. For the students,

The students have to try to master vocabulary as much as possible. Because the students' vocabulary mastery must be improved so that they have more vocabulary as much as possible.

3. For the next researchers,

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