

CHAPTER V

CONCLUSSION AND SUGGESTION

A. Conclusion

Based on the result of the research, the researcher finds that the students' ability in memorizing countable noun vocabulary is improving step by step, from the preliminary study to the first cycle, and from the first cycle into the second cycle. It means that there is an improvement toward the students' ability in memorizing countable noun vocabulary by implementing Race to the Board game. The researcher concludes the further conclusion as follow:

- a) The researcher applies Race to the Board game to the student as treatment. In this case, there are some steps that the researcher have to follow. Firstly, the researcher gives demand to the students to make a line based on their teams. Secondly, the researcher explains the aim of the game. The aim of the game is to write countable noun vocabulary to the whiteboard. After the students understand the aim, the researcher gives the rules as guidance to students to play Race to the Board game. The rules are the student that stands in the first of every lines have to run to the write 1 countable noun vocabulary. After that, he/she has to run as fast as possible to give the boardmarker to the student who is stands at the second line of his/her team. The student who gets the boardmarker have to run to the whiteboard and write 1 countable noun vocabulary and come to his/her team as soon as possible to give the boardmarker to the next student. So, every single student in their teams have to do the same thing until the time is over. Thirdly, the

researcher asks the students to sit to their chairs and both researcher and students do the evaluation. The researcher and the student count the amount of the word of every team. The team who has more words than other teams will be winner.

- b) Based on the result of the test that is given to the students', it is clearly shows that students' ability in memorizing countable noun vocabulary improves. Before researcher conducting the treatment to the students, the researcher gives pre-test in order to know the students' ability. Total mean score in pre-test is 64,8, that it is obviously under the Minimum Mastery Criterion (KKM) 80. It means there are only 9 students (22,5%) who get up to 80. Based on this result, the researcher manages the Class Room Action Research and gives the treatment to the students by implementing Race to the Board game. After the treatment, researcher gives post test I to know students' improvement from the previous test. The total mean score of the post test is 77,7. It means there are 20 students (50%) who get up to 80. It shows that there is improvement about 19,9% from the pre-test score to post test I score. Based on this achievement, the researcher need to conduct the further cycle in order to gain students achievement at least 32 student can pass the Minimum Mastery Criterion (KKM). After conducting the cycle II, the researcher gives post test II to the students. In the post test II there are 35 students (87,5%) who get up to 80. It means there is improvement about 35,3% and the total improvement from the pre-test to the post test II are 55,2%

Based on the data above, researcher concludes that the students ability in memorizing countable noun vocabulary improves from the pre-test to post test I , and from post test I to post-test II by implementing Race to the Board game.

B. Recommendation

The researcher like to extends some recommendationsfor the teacher. Teaching and learning process will be more effective if the teacher applies some games, such as Race to the Board game. It will also train the students to work in a group instead of individually.

After the researcher concludesthe result of the research , the researcher proposes some recommendationsfor the English teacher, the institution of education, the students and to the other researcher. The recommendationsdescribes as follows:

1. For the English Teacher

- a. The teacher can motivates the student in learning countable noun vocabulary through the implementation of Race to the Board game.
- b. It is important for the teacher to learn how to enhance their ability in teaching and to establish a good atmosphere in the class, so the students will be more active in the process of teaching learning. The teacher should build an enjoyable situation of teaching learning process in order to improve students braveness in sharing and asking opinions about the material. This situation will be more easily to reach by implementing Race to the Board game.
- c. The students should be more active to practice their ability in memorizing countable noun vocabulary. Race to the Board game can be the option to raise student ability in memorizing countable noun vocabulary. Not only help the student to memorize it, they can also share , discuss and help their friends to understand the material. The students could be more talkative and communicative during the process of learning.

2. For the other researchers

The result of this research is expected to encourages other researchers to conduct further study deals with Race to the Board in other skill area such as listening, speaking, reading and writing.

C. Implication

Implication are the drawn of research finding. The research came with a finding that there are some improvements on the students' score in memorizing countable noun vocabulary by implementing Race to the Board Game. Moreover, this research implies that the implementation of Race to the Board Game is needed to improve students' ability in memorizing countable noun vocabulary.