

CHAPTER V

CONCLUSION AND SUGGESTIONS

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This chapter consists of three parts. The first part is the summary of this study in which all of the main points that have been discussed are stated in five parts while the second part deals with the conclusion, then the third part is suggestions concerning with the teaching of vocabulary through card game that may be useful for teachers of English.

5.1. Summary

All of us have already known that English as a foreign language is taught as an elective subject for the first time in elementary school, as suggested by the ministry of Education and Culture; it is a new experience for the elementary school students to hear and use English words and even sentences. We also know that the objective of language teaching is the students' mastery in language skills, namely: listening, speaking, reading and writing. In order to achieve that objective, vocabulary plays an important role. Therefore, initial teaching learning activities should be stressed on the students' vocabulary building.

The purpose of this study is to know whether the students taught through card game obtain better vocabulary scores than those do taught through translation of word list.

In order to prove whether card game can help the students master vocabulary, the writer conducts the test called t-test with two

different topics, one is called MY FAMILY the other is MY BODY. The test is given to different groups, they are : the experimental group and the control one. Having analyzed the result of the test, the writer finds out that the students who were taught by card game in learning vocabulary got the same level scores with those who were taught by translation of word list in MY FAMILY's topic. The result of this study shows that at the level of significance the t-table was 1,671 and t-observation was 0,871 since the t observation is lower than the t-table, the alternative hypothesis was rejected and there was no significant difference between both groups. Both groups got good scores; it might be both of groups have been learning about family when they were in grade 3.

But in MY BODY's topic the writer finds out that students who are given card game in learning English vocabulary got higher scores than those who were not. The result of this study show that at 0,05 levels of significance the t-table was 1,671 and the t-observation was 3,248. Since the t-observation is greater than the t-table, the alternative hypothesis is accepted. The experimental group had better scores than the control one. This means that there is a significant difference between both groups.

By using card game in this study, the writer reached the successfull teaching of English vocabulary. It also means that card game, as a technique for teaching vocabulary is good/ effective. It can motivate students to learn vocabulary.

5.2. Conclusion

Based on the results above, the writer concludes that the use of card game in teaching vocabulary is more effective than teaching vocabulary without card game. Moreover, card game can lead to more sincere interest and decrease the students' boredom in learning vocabulary. The findings presented in 4.1 and 4.2 might not be satisfactorily inadequate due to the inappropriate subjects of the try-out.

5.3. Suggestions

At the end of this study, the writer would like to give her suggestions to the English teachers especially in teaching vocabulary. The investigator hopes that the following suggestions will be useful.

1. The English teacher should select the material that is appropriate with the students' level and interest.
2. In giving the treatment to the students, the teacher should do at least 2 times for one topic; it can make the students understand the entire vocabulary that the teacher teaches.
3. The English teacher should create a good interaction with the students. When the students are passive, the teacher should pay attention to them, so the teaching-learning process goes smoothly and well.
4. Since game creates a relaxed situation, the writer suggests the teacher to pay attention to the students' activity. The teacher should control the whole class in order not to disturb the other class.

5. Finally, the writer hopes that there is another teacher candidate who is interested in conducting a field research to prove the effect of card game as a means of teaching vocabulary to elementary school students.

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