



## **CHAPTER V**

### **SUMMARY AND SUGGESTION**

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#### **5.1. Summary**

The students studying English at ILS get the benefit of learning English happily in a good environment, so that it improves their English skills and broaden their knowledge about its culture. Therefore, it also helps them in studying English at their formal schools.

Vocabulary plays a crucial role in language teaching and learning because it is needed in reading, communication, and language acquisition. A knowledge of vocabulary should be strengthened so that it becomes a mastery of vocabulary. The problem is that most of the students have a poor mastery in vocabulary.

Stemgo, one of the word games, can be used as a variation for teaching vocabulary in order to help the students learn vocabulary. It is a variation of vocabulary bingo specially designed to teach word stems. It is supposed to be a good reinforcement to make students get used to using words in various kinds of situations.

Having done the observation, the writer found that the ILS students learn vocabulary using Stemgo game by working in groups in which each student helped his / her group in completing the stem words, by looking for the answer in the dictionary and the other wrote the answer. The interview results show that some students found that Stemgo was an interesting game because they got some

advantages by providing the use of the dictionary in Stemgo game. As a matter of fact, the game at least let them know how to use the dictionary. But, the students found the difficulties in completing the stem words, such as they felt difficult to search for the suffixes and they also did not get the meaning of the words because they had to complete the forty-eight stem words in a limited time. It was caused by the limited availability of the dictionary in the game.

## **5.2. Suggestion**

Based on the result of her study, the researcher would like to give some suggestions to readers who want to apply Stemgo game to help their students—either the students of courses or formal schools—learn vocabulary. First, to enable students work quickly with Stemgo game, each student should have one dictionary.

Second, in order that the students could play the game seriously, they should be given sufficient explanation about the benefits they could get from the game.

Finally, to obtain better results for further research on similar topic, more students should be involved. The more subjects a researcher involves, the richer the data the researcher could collect.

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