

## **CHAPTER 5**

### **CONCLUSION AND SUGGESTIONS**

The last chapter consists of conclusion of this study and suggestions to the teacher and further researchers.

#### **5.1. Conclusion**

The aim of this research is to discover the effect of Charades and Pictionary on nouns attainment of 8<sup>th</sup> grade students. This research needs to be done to prove the theories and the previous research that stated that Charades and Pictionary could increase the students' nouns attainment.

Charades and Pictionary could improve student' nouns attainment by making them more engaged in learning the noun vocabularies of noun. They were excited while playing the games and all of the students actively participated in the games and worked together to answer from the clues. The games were very useful in the learning process as it was fun and the students were able to learn the noun vocabularies from playing the game. The writer also believed that competitiveness could lead to strive for better result.

Based on the result in the previous chapter, Charades and Pictionary proved that both of the games improved students' nouns attainment. The mean score of the pre-test and the post-test of the

experiment group increased by 19,1 points and the difference mean score between experiment group and the control group was 5,2 points. The result of the *t-test* showed that there is a significant difference between the students' real object nouns attainment before and after they learned vocabulary using games, and the result of Cohen's *d* effect size showed that Charades and Pictionary had strong effect on nouns attainment of the 8<sup>th</sup> grade students. The result was 2.732, which was based on the indicator was considered strong.

The conclusion of the study is that Charades and Pictionary improve 8<sup>th</sup> grade's noun attainment and has a strong effect on the student's noun attainment.

Moreover based on the writer's observation, the students enjoyed playing the game so much, the writer believes that the teachers are advised to use Charades and Pictionary in class. As the result of this study, beside the game bring excitement to the class, but also increase student's achievement.

## **5.2. Suggestion**

The suggestions of this study are stated below:

1. Suggestion for Teacher:

It is recommended that English teachers of use Charades and Pictionary to teach vocabulary to the students. As its nature,

games are always fun and exciting, therefore it will be easier for the teacher to grab students' attention and motivate them. To play the games, teacher should divide the group equally, accommodating both fast and slow learners. Therefore, all of the group will have the same chance and condition while playing the game.

The teacher should make sure that no one cheats in the games, as many students will do anything to win the game. Teacher also needs to control the class because during the game, the students could be over-excited and become noisy. Charades teaches the students to use other than using mouth to describe a word, that it is possible to describe something using body. Pictionary teaches the students to be creative and quick thinking as they must transform the word into picture in only 10 seconds.

Suggestion for Further Researchers:

As this study was conducted on the 8<sup>th</sup> grade students, and other previous studies used in this study conducted their studies in elementary students and junior high school students, the writer's suggestion for the future researchers is to do this research to those whose English acquisition is considerably low, for instance, playgroup or kindergarten students.

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