CHAPTER V

CONCLUSION AND SUGGESTION

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Following the advantages or some considerations of using language games in teaching vocabulary and some kinds of suggested language games to teach vocabulary to third year junior high school students in the previous chapters. Conclusion and suggestions of this study are presented in this chapter.

Vocabulary is one of the language components which plays an important role in learning a language. It is really important because without mastering enough vocabulary one will not be able to express his ideas easily or he cannot communicate with others easily.

It frequently happens that vocabulary is taught mostly through reading texts. This can cause students get bored easily. If the students get bored, their motivation-which can be considered to be one of the most important elements in learning-will decrease. Consequently, they will not pay attention to the teaching learning activity and even worse the teaching-learning will be a failure.

To overcome this situation, it is the teacher's role to find an interesting way or to give variation on the teaching of vocabulary, that is by using language

games. We all know that people, no matter how old they are, all of them like to play games. They are used as a means of improving and building students' vocabulary in teaching learning activities.

In the previous chapter, from the point of view of vocabulary teaching and learning, language games hopefully will help build and enrich students' vocabulary, language games can facilitate students in learning as they arise students' motivation and participation which are important for language acquisition, language games build enjoyable situation which is good for teaching and learning activities, and language games strengthen the lessons the students get.

There are many language games available for the needs of vocabulary teaching and learning and they are really useful.

5.2 Suggestion

At the end of this study, the writer would like to give her suggestions for English teachers in teaching vocabulary so that it is not boring and it can attract the students to join the games willingly.

First, the teacher should be careful in using language games. In this case, the teachers who want to use them should care about when to use and how to play

the students can participate and enjoy the language games while at the same time they are learning.

Finally, the writer realizes that this study is not a field of study, the writer hopes a further research will be done to implement the games in the classrooms and to prove the effectiveness of the language suggested.

BIBLIOGRAPHY

BIBLIOGRAPHY

Anggraini, Dian. 1991. <u>A Suggested Technique to Teach Reading by Means of Games at the University Level</u>. Surabaya : FKIP-Widya Mandala Catholic University.

Batubara, Daniel. 1988 <u>Teaching English Vocabulary Through Familiar Songs</u>. Surabaya : FKIP-Widya Mandala Catholic University.

Bott, Donald E. 1979. Fun and Games: Large Conversation Class Involvement. <u>Guidelines</u>, No.1, June: 45.

Brown, Dorothy F. 1987. Eight Cs and aG. <u>Guidelines</u>. Vol.2, No.3, June: 12.

Brown, H. Doughlas. 1987. <u>Principles of Language Learning and Teaching</u>. New Jersey : Prentice-Hall, Inc.

Carrier, Michael and The Centre of British Teachers. 1980. <u>Take 5</u>, Games and Activities for the Language Learners. Great Britain : The Centre of British Teachers Ltd.

Chamberlain, Alan. 1980. Language Games: A Challenge to the Teacher's Creative Imagination. <u>Guidelines</u>, No. 2, August: 28.

Chandra, Fenny. 1991. <u>Games as an Additional Means of Teaching Vocabulary to SMA Students</u>. Surabaya : FKIP-Widya Mandala Catholic University.

Cortez, Emiloa G. 1981. Some Pointers on Using Games. <u>Guidelines</u>. No. 5, June: 53.

Dobson, Julia. 1970, Try One of My Games, in <u>English Teaching Forum</u>. Washington: Vol.VIII, No.3, June: 9-10.

Dorry, Gertrude Nye. 1966. <u>Games for Second Language Learning</u>. Philippines : Mc. Graw Hill, Inc.

Ellis, Rod. 1986. <u>Understanding Second Language Acquisition</u>. Great Britain: Oxford University Press.

Finocchiarro, Mary. 1974. <u>English as a Second Language: From Theory to Practice</u>. New York : Regents Publishing Co., Inc.

Fountain, R.L. 1979. Words Making and Word Taking: A Game to Motivate Language Learning, in Guidelines, No.1, June : 79-80.

Haines, Simon F.E. 1984. Contemporary Themes for Reading and Discussion. Oxford : Pergamon Press.

Hill, L.A. 1984. Intermediate Stories for Reproduction. Oxford : University Press.

Hornby, A.S. 1984. Oxford Advanced Dictionary of Current English. Oxford : Oxford University Press.

Irmawanti, Agnes. 1995. Six Suggested Games to Encourage Speaking to the First Year Students of Senior High School. Surabaya : FKIP-Widya Mandala Catholic University.

Jeftic, Darginja. 1986. Thirty Short Fun-Filled Games, English Teaching Forum. Vol. 30, No. 2, April : 28.

Krakowian, Bogdan. 1984. The Teacher's Mediation in Student's Vocabulary Learning. English Teaching Forum. Vol.22, No.7 : 26.

Larcabal, Rita S. 1992. The Role of Games in Language Acquisition. English Teaching Forum. Vol. 30, No. 2, April : 28.

Lianawati. 1992. The Use of Word Games as a Reinforcement in the Teaching of Vocabulary at SMP. Surabaya : FKIP-Widya Mandala Catholic University.

Lee, W.R. 1972. Language Teaching Games and Contests. New York : Oxford University Press.

Martin, Anne V. 1977. Guide to Language and Study: Skills for College Students of English as a Second Language. Prentice Hall Inc.

McCallum, George P. 1980. 101 Word Games: For Students of English as a Second or Foreign Language. New York : Oxford University Press.

Mc Donald, Frederick J. 1965. Educational Psychology USA. USA : Wadsworth Publishing Co., Inc.

McKelvie, Neil A. 1986. Games: How to Deal with Concerned Parents. Guidelines, Vol.8, No.1, June : 67.

Mukarto, F.X. 1989. Vocabulary Building Through Games: The Communicative Way of Teaching and Learning Vocabulary. TEFLIN Journal, Vol.2, No.1, February : 66.

_____. 1989. Instructional Games as a Group Work Activities in Foreign Language Teaching and Learning. TEFLIN, Vol.2, No. 2, 48-49.

Ong Kian An, Albert. 1981. Language Games for the Individual. Guidelines, No.5, June : 9.

Phun, Josephine. 1986. Vocabulary Teaching: Some Strategies. Guidelines, Vol.8, No.1, June : 35

Rodgers, Theodore S. 1981. A Framework for Making and Using Language Teaching Games. Guidelines for Language Games. No.5, June : 1.

Saville, Muriel-Troike. 1976. Foundation for Teaching English as a Second Language. New Jersey : Prentice Hall Inc.

Shepherd, David L. 1973. Vocabulary Meaning and Word Analysis. USA : Bell and Howell Company.

Strevens, Peter. 1980. Teaching English as an International Language. Great Britain : A. Wheaton & Co. Ltd.

Tjia, Ay Fang. 1994. Using Crossword Puzzles to Improve the English Vocabulary of the First Year Students of Senior High School. Surabaya : FKIP-Widya Mandala Catholic University.

Tyson, James C. and Carol, Mary Ann. 1971 Conceptual Tools for Teaching in Secondary Schools. Houghton Mifflin : Company-Boston.

Valencia, Pablo, Some Thought on Motivation. 1972 English Teaching Forum. No.6, November-December : 30.

Wanadilok, Kosum. 1981. Games for Specific Pronounciation. Guidelines. No.5, June : 48.

Webster, Merriem. 1986. Webster's Third New International Dictionary of English Language. Springfield Massachussetts : Merriem Webster Inc.

Weed, Gretchen   E.   1972.   Using   Games   in   Teaching
     Children.   English   Teaching Forum.   Vol.10,   No.2,
     April : 28-29.

Wright, Andrew.   1987.   David   Betteridge   and   Michael
     Buckby.   Games for Language Learning. New   Edition.
     Cambridge University Press.