

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

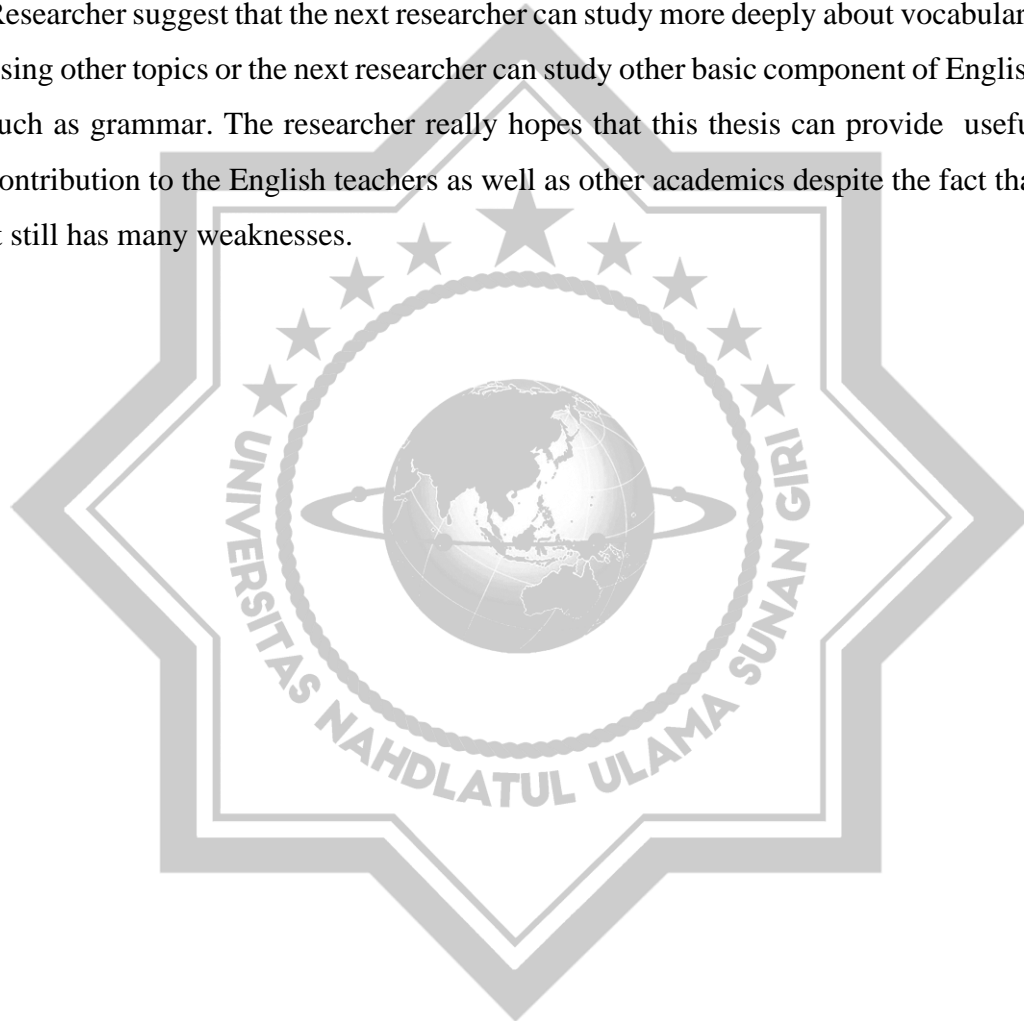
Vocabulary is a basic component of a language that must be mastered by elementary school students when students are going to learn a language especially English. Based on the results from findings and discussion the researcher concludes that:

1. The process of teaching vocabulary using pictorial games is divided into 3 steps. There are, the teacher opens the lessons and divides students into 2 teams, the teacher explains the material and rules of the pictorial game to students then starts the game, the teacher gives reinforcement to students after finishing playing the game and closes the learning activities. In the process of using the pictorial game students showed a good response when this game was implemented and students also had good progress at each meeting.
2. The effectiveness of the pictorial game is proven by the results of paired sample t-test results. Which the results are $T \text{ value} > T \text{ table}$ where $2.810 > 2.160$ it shows that there is a significant difference & the pictorial game is effective toward students' vocabulary mastery. Based on the results of findings above it can be concluded that the pictorial game is effective toward students' vocabulary mastery at 4th grade students SDN Gajah 2.

5.2 Suggestion

Based on the findings, the researcher wants to give suggestions to teachers, students, and the next researcher. First for English teacher, the teacher should give brainstorming like provide pictorial games to students before carrying out activities such as explaining in vocabulary teaching. Because with brainstorming it can increase students' motivation and enthusiasm in learning besides that with brainstorming it can train students' thinking ability so that students can stimulate the ability to remember and understand the content /the main point of learning

objectives. Second for the students, students should practice memorizing vocabulary by studying vocabulary together with their friends, by asking their friends to listen to the vocabulary to be memorized or playing guessing games such as doing Pictionary game with their friends so that the learning becomes fun and not monotonous or boring. Third for the next researcher, for next researcher Researcher suggest that the next researcher can study more deeply about vocabulary using other topics or the next researcher can study other basic component of English such as grammar. The researcher really hopes that this thesis can provide useful contribution to the English teachers as well as other academics despite the fact that it still has many weaknesses.



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