

BAB V

CONCLUSIONS AND SUGGESTIONS

A. Conclusions

Considering all data gathered from the classroom action research, the researcher has drawn up some conclusions. They are as follow:

1. The use of Guessing Words Game can increase students' vocabulary achievement. It is proved by the increase of the result from 20 students (52.63%) who score 66 or more in Cycle 1 to 30 students (78.94%) who score 66 or more at Cycle 2. In Cycle 1 the students' achievement of noun was only 68%, but in Cycle 2 their achievement increased to 76%, the increase was 8%. The students' verb increased from 66% to 73%, the increase is 7%. And the adjective from 64% increased to 71%, the increase is about 6%. It also means the result of the classroom action research has fulfilled the indicator of the research; 70% of the students score at least 66 or more in vocabulary test.
2. The use of Guessing Words Game has also improved student's activities since it has stimulated and attracted students in learning English. The number of participations increases from 25 students (66%) who have participated in Cycle 1, to 35 students (92%) in Cycle 2, meaning that the students' participation also improved.
- 3 The use of Guessing Words Game helps the teacher to improve her teaching performance. She was able to encourage the students to use the target

vocabulary and the class was lively. It is also proved by the teacher's average score which improves from 69 in Cycle 1 to 82 in Cycle 2. It means that she has taught the students better by implementing Guessing Words Game.

B. Suggestions

Based on the conclusions above, some suggestions may go as follow:

1. The teacher is recommended to implement Guessing Words Game in improving the student's vocabulary. Through Guessing Words Game, the students are given chance to guess the words from the other groups, and it will attract the students in learning new vocabularies.
2. During the teaching learning process the researcher saw that there were some students busy with themselves. To overcome this situation, the English teacher should arrange the students' chair position and give time limitation in doing the game. It will lead them to focus on the representative of the other group.
3. It was found that there were some students who did not know the meaning of some English words used as vocabulary target. Therefore, the English teacher should check whether all the students in the class comprehend the meaning. It is needed to avoid the student's misconception of the vocabulary meaning.
e. g: ask them to make sentence by using those words.
4. Even though the indicators of this CAR are achieved in the second cycle, but there are still eight students who still do not achieve the indicator on vocabulary achievement. So, teacher should give them remedial by giving more exercise on adjective and verb.