V. CONCLUSIONS AND SUGGESTIONS

5.1 Conclusions

Based on the research finding, the conclusion can accordingly be stated as follow:

1. The use of crossword puzzle game can improve the students' vocabulary mastery. The research was successful because more than 70% of the students of grade X scored 66 or higher. In cycle I there were 21 students (60%)who gained score > 66, while in cycle 2 there were 28 students (80%) who gained score > 66. Thus, through crossword, puzzle game, the teaching of vocabulary became more effective. It is relevant to the students' need and interest, it is also able to reinforce the language to be learnt, to stimulate the language production, and can be a model for the learners to follow.

   In cycle 1, there were about 66% of nouns, 54% of verb and 68% of adjectives that were mastered by the students. The students could not master verbs well because the verbs they learnt were not familiar. Furthermore in the cycle 2 there was approximately 83% of nouns, 76% of Verbs, and 74% of adjectives that the students had mastered. From the explanation about, we can conclude that the best mastery is on verb that increases for about 20%. It happens because the students can use verb in many tenses, so this enable them to more comprehend verb than the other. However it can be seen that the improvement was not only, on verb but also on the other aspects, noun and

adjective. From the explanation above, we can conclude that crossword puzzle game can improve the vocabulary mastery on noun, verb, and adjective at the first grade of SMA PGRI Batanghari.

2. By using crossword puzzle game, it was found that the students activities improved as crossword puzzle game stimulated and attracted the students more in learning English. As it was found that there were only 23 students (66%) who did 80% of the activities in Cycle I but there where 32 students (91%) who did 80% of the activities in cycle 2.

3. The use of crossword puzzle game helps the teacher to enrich his/her teaching performance. It can be seen from the teacher's score which increased from 65 in cycle I to 81 in cycle 2. It means that she could teach the students better after implementing crossword puzzle game.

5.2 Suggestions

Based on the conclusion above, some suggestions are recommend as follow:

1. The teacher is recommended to implement crossword puzzle game in improving the students' vocabulary through crossword puzzle game, the students are given a crossword puzzle game that will attract them in learning new vocabularies. Students' high interest will motivate them to join every activity instructed by teacher so that they can improve their English and also improve their activities in the classroom. It gives tile students practice in using

the words in a sentence in addition to know the meaning, the spelling, pronunciation, letter sequences in words and phrase. Crossword puzzle game also combines teaching students' definition by giving students experience in writing the words they are learning, which is an effective parts of, memories words.

2. Creating crossword puzzle game is simple but time consuming. The teacher has to find the appropriate material based on the syllabus and design it into crossword puzzle game. So the teacher is suggested to have bank of crossword puzzle game.

3. The subject of this classroom action research was the students of senior high school. If further researchers intend to conduct teaching vocabulary through crossword puzzle game on the lower grade students, they can attach pictures as the clues so it can be more attractive for the students.

4. Based on the research, there are 5 students (14.28%) who get score below the KKM. Their vocabulary achievement was poor since they made a lot of mistakes in doing the test. So that the teacher gave the students attention more to the students who was not able to follow the teaching and learning process well, and gave special treatment to them such as repeating the questions to them and giving indirect correction.