V. CONCLUSIONS AND SUGGESTIONS

This chapter describes the conclusions of the research and also the suggestions to other researchers and teachers who want to apply Pictionary Game in teaching vocabulary.

5. 1. Conclusions

Based on the research findings and discussion, the conclusions can be stated as follows:

1. There is a significant difference of the students' vocabulary achievement after the implementation of Pictionary Game. It was proved by looking at students' mean score from pretest to posttest, and the t-value. The mean score of pretest was 65.15, and the mean score of posttest was 89.15. After Pictionary Game was implemented, the students' mean score of pretest and posttest increased 24 points. Moreover, the students' increase in noun was 27.5, and the students' increase in verb was 21.5. They got higher increase in noun than verb. Based on the calculation through *Repeated Measures t-test* for SPSS 17.0, it was found that the t-value was 7.199 which was higher than the t-table (7.199>2.056). Thus, after the implementation of Pictionary Game, the students' vocabulary achievement increased significantly.

2. By using Pictionary Game, the process of learning vocabulary could be an enjoyable activity for the students. The implementation of Pictionary Game

does not only boost students' motivation to memorize and understand the meaning of vocabulary, but also influences the students to be the problem-solvers, to be active and independent learners, and helps them to be creative thinking learners. Furthermore, the students could also teach and learn from each other, and form good interaction with their friends.

5. 2. Suggestions

Based on the conclusions above, the researcher suggested the following things:

1. **To the teacher**

   a. It is suggested that the English teacher implement Pictionary Game for teaching vocabulary, especially during reviewing activity, since it is more enjoyable for the students.

   b. It is recommended that the English teacher use whiteboard rather than paper in Pictionary Game. This will prevent any group to cheat with their teammates during picturing the vocabulary.

   c. It is suggested that the English teacher give some time to the students to remember the word that they are going to draw.

2. **To the other researchers**

   a. It is suggested that the other researchers implement Pictionary Game in Senior High School, since this research was already done in Junior High School.

   b. The other researchers can try to implement Pictionary Game in reviewing the vocabularies which have been learnt in listening or speaking activity.

Since in this research, Pictionary Game was already implemented in reviewing the vocabularies which were learnt during reading activity.