

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusion of the study. The conclusions are based on the results of the study which were discussed in the previous chapter. It also presents some suggestion related to the implementation of circle game to improve the students' vocabulary at MI Al-Ishlah Pedurungan. The suggestions are recommending to the English teacher and the next researcher who want to conduct in different research design in order to get variation of the research or in the same field of the study in different levels of education and areas.

5.1 Conclusion

Based on the research findings, the researcher concluded as follows:

1. Circle game was a game or activity that involved the whole class, sitting in a circle, chain drawing and listening music. This game was a great way to encouraged the whole class to work together. This game also could make the students enjoy in the class because they could color together with listening music. This game also could not make the students bored when teaching learning process because they played and also studied in the class.

2. Circle game was very effective to improve the students' vocabulary mastery at the first grade of Elementary School. It could help the students not only to improve their vocabulary mastery but also to improve the students' scores. Circle game strategy could help the students learned and remembered the vocabulary easily. The students' average scores before using circle game strategy was 60,7 and after using this strategy the students' average score was increased, it reached 89,4. It gave evidence that circle game strategy could improve the students' vocabulary mastery.
3. The effective way to teach vocabulary using circle game could be done as follows: made the class enjoyable, invited the students to study with play, moreover, followed what they like and what they want. In this strategy, the effective way to teach vocabulary were invited them to listen the music, invited them to color and draw. As we known that the students in the first grade was liked to draw. So circle game was suitable to become strategy to teach vocabulary in the first grade.
4. The implementation of circle game in teaching vocabulary mastery could improve the students' participation and motivation in the class. By using pictures, color and music, these could attracted the students to play and study. Remembering that the characteristic of elementary school students in the first grade still like to play. So, this strategy was suitable with the characteristics of the students.

5.2 Suggestion

Dealing with the conclusions above, the researcher provided some suggestions for the teacher and the next researcher as follows.

a. For the Teacher

The English teacher should be creative to teach English lesson. Especially to teach the elementary school students, the teacher must be made the class enjoyable. So the students were not bored when the teaching learning process in the class. One of the good methods of learning was by using game and the media that suitable for the students. Game was a good way to teach English subject especially for elementary school students. This research was expected that this study can be one of method in teaching vocabulary which could motivate the students to learn English vocabulary. Because this strategy could make the class was more enjoyable for students. By using pictures, music and color, the students be spirit and happy to follow the activity, because the activity that conducted was fun.

b. For the Next Researcher

Circle game was very effective strategy to teach English especially vocabulary for the students. The result of this research becomes one of matter of consideration for next researcher whose research had something same in object, method, or other. Further, this research was needed in the different research design in order to get variation of the research or it could be in the same field of the study in different levels of

education and areas with various types of students. It would be better for the next researcher to apply circle game to improve the other skills in English such as: listening, speaking, reading and writing.