

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 suggestions related to the implementation of Chain Card game strategy in the class. The suggestions are recommended English teacher and the next researcher who wants to conduct the research area in memorizing.

5.1 Conclusion

Based on the research findings, the researcher concluded as follow.

The implementation of Chain Card game strategy in teaching memorizing could improve students' vocabulary mastery. It could help the students not only in the memorizing process abut also the result of English Vocabulary.

It all can be done if the teacher implement procedure (Step) as follow :
In begining class The teacher give question to stomulus student more active and then the teacher gave chain card to the students to start game. Each group consist of 10 students by 60 card. And then one of student of each group devide the card and each student have get 3 card. After doing it, the teacher ask the students to memorize the card is got in 10 minutes and then in one group the student have to guesst one by one.

In the 2nd activity, the teacher divided the students into three groups because the students liked to have competitions. The teacher asked some questions related to the pictures (card) to each group then the teacher gave points

to the group who could answer it. Not only that, the teacher also asked one of the students in each group to come forward and one of the activities in the picture then their friends in a group had to answer it. As usual, the teacher would give points to the group who could answer it correctly.

In implementing Chain Card game strategy to teach memorizing to the students, the researcher found some strengths of the strategy. Firstly, Chain Card game strategy could help the students to improve their memorizing skill. It helped the students during making their own composition and their scores. Chain Card game strategy could help the students to generate their ideas because this strategy generates the ideas from general into specific. The students drew the picture in the centre of the paper then generated their ideas specifically by drawing the card from the centre of the picture. So, they could think the words that they wanted to write in their memorizing. Not only that, it could stimulate the students' right brain by using color, pictures and imagination while the words, numbers, and logic could stimulate students' left brain. The students' score also showed the improvement of the students in memorizing. The students' scores of the pre test from the teacher was 58,3. While the students' scores from the teacher partner was 58,6. The result of the students' scores in the post test from the teacher was 71. While the students' scores from the teacher partner in the post test was 72,53.

Secondly, the use of Chain Card game strategy could improve students' participation and motivation in the class. By using color and pictures, it could attract the students to memorize. Most of the elementary school students very liked drawing, so they became interested with this strategy easily. This strategy was suitable with the characteristics of the students. By asking them to come

forward one by one to show and read their work could make them proud of themselves. It could improve their motivation in learning. They felt that memorizing was not too difficult as they thought. The teacher partner's observation checklist also showed the percentage of the students' participation in the classroom. The students' participation in the first meeting was 69%, in the second meeting was 73%, in the third meeting was 78%, and in the fourth meeting was 86%.

5.2 Suggestion

In implementing Chain Card game strategy to teach memorizing to the students, the researcher found some weaknesses of the strategy. Firstly, this strategy used color and pictures. It made the students focused on the picture and color. Some of the students were even afraid if they got bad scores because they were not good at drawing. They became more focus in their drawing and the students wanted to have drawing as good as possible. They wanted to make their drawing better than their friends' drawing. The researcher told the students to be more focus in their memorizing, not in their drawing because the lesson was about memorizing, not drawing.

Secondly, because of the first problem; the students became more focus in their drawing, so it took a long time to make a simple form of Chain Card game. Sometimes, the time allotment was not enough for them to make their simple form of Chain Card game. Again, the researcher had to tell the students to be more focus on the word which were related to the topic than in their drawing card.

Dealing with the strengths and weaknesses of Chain Card game strategy above, the researcher provided some suggestions for the teacher and next researcher as follow.

a. For the Teacher

Chain Card game strategy was a good strategy to teach memorizing to the students, But the teacher who wants to teach memorizing using Chain Card game has to consider the time allotment to teach and the level of the students that they teach. The teacher have to tell the students the important thing that their memorizing, not their drawing so the students can be more focus in memorizing their ideas.

For elementary school teachers, they have to consider that memorizing is quite difficult for the students. If the teachers want to teach the student memorizing, they have to teach the vocabulary words which are related to the topic and teach the students a simple memorizing because they are still in elementary school.

b. For the Next Researcher

Chain Card game strategy was very effective to teach memorizing to the students. Finally, further research is needed in the same field of study in different grade levels of education and areas with various types of students would enrich our understanding of using Chain Card game strategy in memorizing and how it can be applied in both teacher and students in teaching learning process. It would be better for the next researcher to apply Chain Card game to improve the other's skills in English; listening, speaking, and reading, writing or even in the vocabulary areas.