

CHAPTER V

CONCLUSSION AND SUGGESTIONS

A. Conclusion

The researcher can conclude that using Charades Game is effective in improving students' vocabulary in the seventh grade of SMP N 12 Padang. It could be proven by the result of the research between the students' post-test mean score of Control Class and Experimental Class. In the Controll class, the students' post-test mean score was 69,80. But, the students' post-test mean score in Experimental class was 80,39. Besides, it also can be seen by the t-test of the students' vocabulary achievement was smaller than $\alpha = (0.013 < 0.05)$. It means that the null hypothesis (H_0) was rejected and the alternative hypothesis (H_1) was accepted. It can conclude that Charades game give the significance effect on students' vocabulary mastery in seventh grade at SMP N 12 Padang.

B. Suggestions

According to the result of the study and conclusions, the researcher would like to recommend some suggestions:

1. For teacher
 - a. In order to make the learning process more effective and easy to reach by the students especially in learning vocabulary, researcher recomend the teachers to apply interest and fun technic. Charades game is one of

them. By using charades game, the learning process will be more attractive to the students because kids love to play.

- b. By using Charades game, the teacher must be careful to build the atmosphere. Wrong steps, the class will be turn into the chaotic one.
- c. Charades game is one of the game that can be apply as a technic to learn english by the students, it proves that creative and inovative technic in teaching will attract the students' interest on studying.

2. For the students

The students' may aply the charades game as one of the ways to learn vocabulary more effectively. By inviting your friends to play along or inviting your teachers, learning vocabularies will be more fun and effective.

3. For the further researcher

- a. This research may be one of references to conduct the similar topic for future research
- b. Charades game can be study as a topic in other place in order to know is it still effective to apply as a technic to increasing students vocabulary mastery.

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