CHAPTER V

CONCLUSSION AND SUGGESTION

A. Conclusions

Based on the finding and discussion in chapter IV, it could be concluded that the use of Pictionary game as technique in the teaching concrete nouns was effective. It was proved by the obtained score of t-test. The t-test showed that t-score 3.14 were higher than t-table 1.68. It meant that Ha was accepted and Ho was rejected. Since the t-score was higher than the t-table, there was a significance difference in the achievement between students in class IV A who were taught concrete nouns using Pictionary game as technique and students in class IV B who were taught concrete nouns without using Pictionary game as technique. The average score of experimental group was 80.70 and the average score of control group was 73.35. It meant that the experimental group (class IV A) was better than the control group (class IV B).

B. Suggestion

This research that was carried out in SDN 01 Donowangun Pekalongan in academic year of 2010/2011 is not free from some lacks. The limitation that can be found in this research is about the time restriction. Actually the activities contained in Pictionary game technique need more time. So, it is better for the English instructor to manage the time allocation when he or she wants to employ this kind of teaching and learning technique in classroom. He or she has to subdivide the time and sequence the activities contained in Pictionary game in details so that the English teaching and learning may well-run. In addition, this kind of teaching and learning technique should not always be applied to teach vocabulary only, but it may be applied to teach speaking class.

Moreover, the researcher may suggest the next researcher to conduct further study that can enhance this research because this research actually can be broaden and extended to other subject and also in different setting. Finally, this research may be helpful and give positive contribution to English language learning context. Amin.