

CHAPTER V

CONCLUSION

A. Conclusion

The research conclusion is presented according with the data which have been analyzed in the previous chapter. From all the data analysis about enriching students' vocabulary through word jar game (a classroom action research at the fifth grade of MI Tinjomoyo Semarang in the academic year of 2013/2014), it can be concluded that:

1. The implementation of word jar game to enriching student's vocabulary was done in three cycles. The teacher used with different various activity in each cycle, in the first cycle used "the basic game of word jar game", second cycle used "read and act" and in the third cycle used "draw and write". Word jar game could be applied by using different method with teaching aid, give quiz and etc that are still appropriate to curriculum. The teacher must understand about method which is used in his teaching, so the goal of teaching is gained.
2. According to the data from result of tests and observation which have been done and analyzed in the previous chapter, it showed indicators that the use of word jar game is can improved students' vocabulary. It can be seen that using word jar game is more interesting for the students. Game can reduce students' feeling of boredom, and stimulate students who have low motivation, also

there is an improvement on student's score from one cycle to another cycle.

B. Recommendation

For teaching English language to young learners or students who study new language for the first time, the teacher must create enjoyable, fun, and interesting situation as possible as the teacher can. The enjoyment must be the first aims which hopefully will have good effects on the education. Because of what they dislike, they drop as soon as possible. In other word, the teacher should make the teaching learning process enjoyable, because students love to play and learn best when they are enjoying themselves.

This research has found out some advantages about teaching English using word jar game to enriching students' vocabulary. Based on the advantages that have been presented in the previous chapter, the researcher suggests the teachers to use word jar game as teaching aid. It can help them to solve the problem faced when teaching vocabulary to young learners.

Finally, the writer realizes that this paper is far from being perfect, because of that; constructive critics and advice are really expected for the perfection of the thesis. Hopefully, this thesis will be useful for all of us. Amin.