

CHAPTER V

CONCLUSSION AND SUGGESTION

A. Conclusion

The researcher had done a research in SD BUQ Betengan Demak in the academic year of 2014/2015 related to the effects of learning model Hangaroo Game towards students' mastery of vocabulary. The conclusions of this research are drawn in accordance with the result of the data analysis in the previous chapter.

Hangaroo Game can be used effectively in teaching vocabulary because the technique affects the students' achievement on vocabulary. The result was obtained through comparing the average score for the experimental class was 74.64 for the pre-test and 83.75 for the post-test. Meanwhile the average score for the control class was 62,86 for the pre-test and 76.07 for the post-test. In addition, it is proven that the independent t-test result for posttest which depicts that the t_{count} is higher than t_{table} ($3,89 > 1,671$). Although the scores of both groups were increased, the experimental group shows greater growth on overall vocabulary knowledge from pretest and posttest.

B. Suggestions

Based on the result of this research with positively indicates that there is positive effect on the use of Hangaroo

games in teaching vocabulary. From the conclusions above, there are some recommendations that are proposed as follows:

1. The English teachers must be creative when he/she transfers the knowledge of English to the students, so the students can easily receive and understand the materials. A teacher also has to give motivation to the students. The use of Hangaroo games will help the students memorize vocabulary easily. So, using this learning model is one of the ways which should be used by the teacher.
2. The researcher hopes that this thesis can be useful for the readers including the next researcher. The longitudinal research design must be done to get optimal result on the use of Hangaroo Games in teaching vocabulary to the elementary school students by giving more times of treatment. Besides, the future researcher can give questionnaire to the students. So, the researcher not only gives test about the knowledge but also gives the test that is purposed to know the students' behavior to the use of Hangaroo Games as a vocabulary teaching technique. Moreover, the researcher may suggest the next researcher to conduct further study that can be broadened and extended to other subject and also in different setting.