

CHAPTER V

CONCLUSION

A. Conclusion

The research conclusion is presented according to the data which have been analyzed in the previous chapter. From all the data analysis about using *Word Squares* game to improve students' understanding on English common noun (A Classroom Action Research with fifth graders of MI NU 68 Leban Boja Kendal in the academic year of 2014/2015), it can be concluded that:

1. The implementation of *Word Squares* game to improve students' understanding on common noun could be applied in some variations. In the first cycle, Students were divided in pair then the teacher gave them *Word Squares* sheets. This cycle tended to be teacher centered class, because the teacher read them all the English word of the material, and all the students needed to do was just to follow and to find the hidden words on the word square sheet. In the second cycle, the teacher gave a bigger word square sheet, and the students had to find the English words, hidden in *Word Squares* sheet. What made this cycle different and more exciting than the first one was the researcher and the teacher made the students competed.
2. The improvement of students' understanding on common noun by using *Word Squares* game can be seen from the average of students' tests and the percentage of students' engagement in

teaching learning process. The students' average in pre-cycle test is 62.19 with 50% of students' engagement in the teaching learning process and 60% for teacher's performance in teaching learning process. In the first cycle, the students' average is 76 and 70% of students' engagement in teaching learning process. For the teacher's performance, the percentage is 70%. In the second cycle, the average score is 87.50 and 87% of students' engagement in teaching learning process. The percentage of teacher's performance in teaching learning process is 83%.

3. In the preliminary research, the students were not interested in the teaching and learning process. The students' engagement is only 50%. It rises to 70% in the first cycle and 87% in the second cycle after the teacher implemented *Word Squares* game. The percentage of the students' engagement is categorized as good criterion. Majority of the students were enthusiastic in the teaching and learning process.

B. Recommendation

By conducting this research, the researcher found out that *Word Squares* game can improve students understanding on common noun. Also, it can arouse students' motivation and interest in learning. By these considerations, the researcher would like to suggest some important things that can be helpful for:

1. The teacher

Learning common noun for students is very crucial. It then becomes the teachers' responsibility to make the students' understand it. Due to this purpose, the teachers have to vary the method and technique used so that the students are always interested in learning. *Word squares* game can be a good alternative since this game is interesting and easy to be applied. *Word squares* game can improve students' accuracy in finding the right words, and help their spelling too.

2. The students

Vocabulary is one of the language components. By learning vocabulary, especially common noun, the students will be able to express things. The students have to be aware of this important role of vocabulary so that learning is not as a must but as a need.

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 this thesis. Hopefully, this thesis will be useful for all of us. Amen.