

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. Conclusion

The conclusions of this research are drawn in accordance with the result of the data analysis in the previous chapter. The conclusions are:

1. Touch and Go Game is effective to teach vocabulary to the seventh grade students of SMP Askhabul Kahfi Semarang in the academic year of 2012/2013. It is showed the average score for the experimental class (the students who were taught by using Touch and Go Game) was 61,07 for the pre test and 75,00 for the post test, and the average score for the control class (the students who were not taught by using Touch and Go Game) was 60,52 for the pre test and 70,34 for the post test.
2. The experimental research on teaching vocabulary to the seventh grade students of SMP Askhabul Kahfi Semarang in the academic year of 2012/2013 by using Touch and Go Game is more effective than teaching vocabulary without using Touch and Go Game. It is showed from the mean of experimental class is higher than control class ($75,00 > 70,34$). On the other hand, the test of hypothesis using t-test formula shows the value of the t-test is higher than the value of the t-table. The value of t-test is 2,252, while the value of t-table on $\alpha = 5\%$ is 1,67 ($2.252 > 1,67$). The hypothesis is accepted. In short, it can be conclude that there is a significant

difference in students' achievement score of vocabulary between they were taught by using Touch and Go Game and they were not taught by using Touch and Go Game at seventh grade students of SMP Askhabul Kahfi Semarang in the academic year of 2012/2013.

B. Suggestion

As a result of the research, the researcher gives some suggestions for all the readers of this thesis.

1. For the students

- a. The students should study harder, because English as foreign language is one of significant subjects as they considered. They must learn from the mistakes that they make before, so they will not repeat the same mistakes.
- b. The students also have to enrich their vocabulary.

2. For the teacher

- a. Teacher's explanation should be clear and understandable to the students.
- b. Teacher should teach the students by using interesting ways, for example using games, so the students will not feel bored.
- c. Teacher should be more focus in teaching learning process in order to make classroom atmosphere well-controlled.
- d. The use of interesting method or way to teach is for making students enjoy the learning process. It also makes the students interested and the classroom atmosphere is not boring.

3. For the readers

The researcher hopes this thesis can be useful for the readers. So, they know that using Touch and Go game in teaching vocabulary is effective. It will help students to understand and memorize vocabulary easily.