

## **CHAPTER V**

### **CONCLUSION**

#### **A. Conclusion**

From the result of the research about " Using Scrabble Game to Improve Students' Mastery of English Verb with the Fourth Grade Students of SD Al Azhar 25 Semarang in the Academic Year of 2009/2010", can be concluded such as below:

1. Implementing scrabble game to improve students' mastery of English verb at the fourth grade of SD Al Azhar 25 Semarang in two cycles. It is oriented with learning process in spelling, reading, and memorizing of regular and irregular verb that students get while they play scrabble game. If there are mistakes from the students spelling, the researcher as a teacher give correct spelling to students. The researcher also motivate students to memorize verb everyday. In doing scrabble game, the students do systematically in appropriate with the procedure for playing scrabble. But, the game goes over long because of many procedures in this game. Beside that, there are many students do game without attention in procedure so it needs much time for teacher to explain more.
2. The improvement of using scrabble game to improve students' mastery of English verb at the fourth grade students of SD Al Azhar 25 Semarang can be seen in learning process in every cycle. Teaching verb by using scrabble game help in improving students' mastery especially in mastering verb. As the result in the tests that the students' improvement during the treatment through scrabble game, the average of the tests scores increased from 60 in pre cycle or 60%, it was becoming 70 in the first cycle or 70%, and then it was becoming 81.724138 in the second cycle or 82%. In the first cycle, the students feel difficult to apply scrabble game because the procedure and scoring for playing scrabble are too much for students so they can not respond the material and game well. In applying the test, 18 students or amount 62% from the total of students who finish in the first cycle. Then in the second cycle, there are 28 students have finished in the test or amount

96.55% from the total of students. It is concluded that there are improvement from students' achievement in studying verb by using scrabble game that is reached 96.55%. It can be concluded that the indicator of this study is achieved that is reached more than 65%.

## **B. Suggestions**

After seeing the condition above, or based on observation result that the researcher does it, the teacher as researcher has some suggestions to herself and the other researcher such as below:

1. For Teacher
  - a. Teacher should have prepared the material well to get maximum result in teaching and learning process.
  - b. Teacher should be creative to get students interest in learning process, such as prepare the game by using good board game.
  - c. Teacher should be more meaningful language in teaching and learning process to make students understand about the material.
  - d. Teacher should more understand the student's characterization to get easier in delivering material.
  - e. Teacher should create the condition of class be more fun, such as students can play scrabble game out of class.
  - f. Teacher should arrange the teaching and learning process well in order to make students more active and gives respond well to the material.
  - g. Teacher should study more of teaching strategies to get optimal in teaching.
2. For School

The researcher feels difficult to go to school, because the school is very systematically. The researcher hopes SD Al Azhar always improve their quality and create new methods in teaching and learning process, especially in studying English.
3. For Students
  - a. Students should study more and respond in learning process.

- b. Students should be more interested in English study.
- c. Students should improve the students' ability in English.