

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

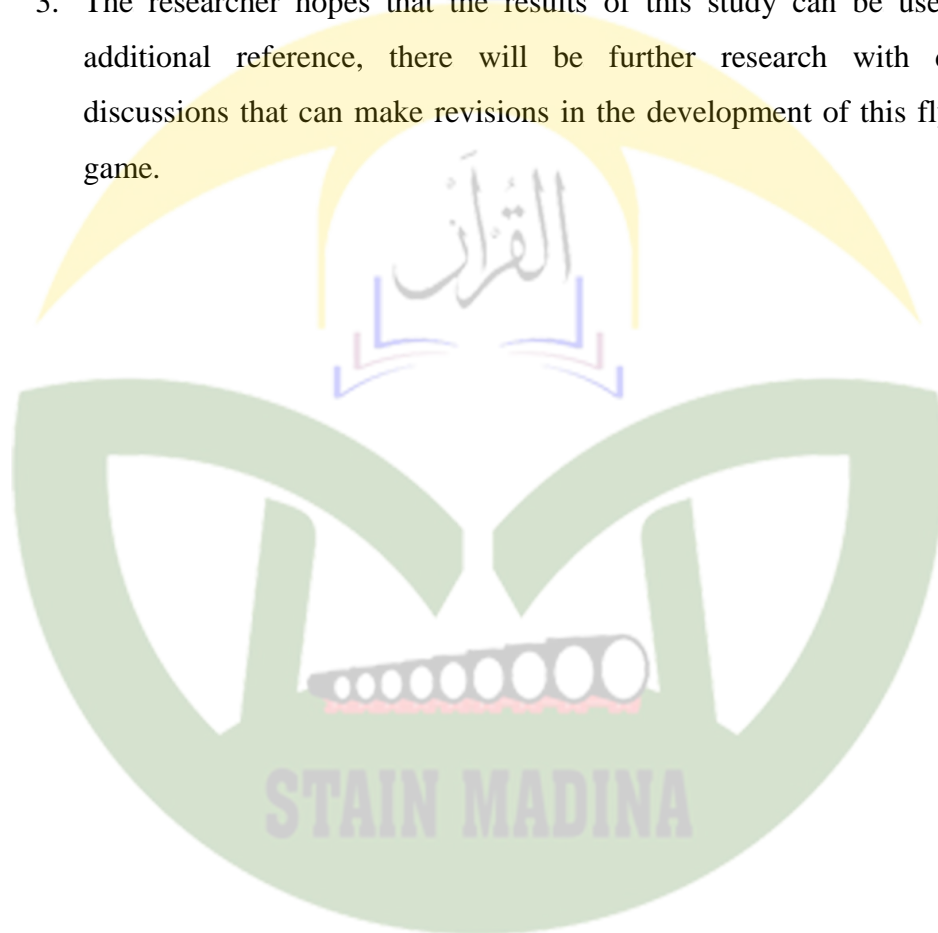
After analyzing the data, it was found out that the students' score increased from the pre test to post test. It means there was an improvement on the students' vocabulary by using flyswatter game. It can be seen from the improvement of the mean of the students' score.

The first cycle consist of fourth meetings. From the vocabulary test the mean score of the students showed improvement. The mean of the first meeting was 53.5, second meeting was 55.3, the third meeting was 61.9, the fourth meeting was 66.1, and the fifth meeting was 75.5. So, the improvement of the mean score of the first cycle was higher than the pre test. While from observation sheet, it has found that the teacher came to the class on time, greeted the students and also did the orientation. Resercher was serious in teaching learning process and concluded the material. The teacher could improve her ability in taught the class. In the opening the class, the teacher gave good motivation to the students so they had spirit in teaching learning process. They also improve their vocabulary test. The teacher could organize the class well. The students were being active in discussing and giving opinion. They could express their idea freely. The students were enthusiastic in teaching learning process, still made noisy in the class, students were bravery in giving opinion, students were being active in doing an interaction in group. It was that the of flyswatter game improved students' vocabulary.

B. Suggestion

There are several suggestions to offer English teachers and other researchers based on the research findings.

1. The game of fly swatter is effective for increasing students' vocabulary.
2. The fly swatter game can be an alternative to overcome student boredom.
3. The researcher hopes that the results of this study can be used as an additional reference, there will be further research with different discussions that can make revisions in the development of this flyswatter game.



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