

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

By analyzing students score in preliminary study, the researcher found that the student scores were low. There were only 8 students among 20 students that could passed the test in preliminary study.

From the first cycle, the researcher found out that the students' vocabulary mastery was increasing. There were, 13 students who passed the vocabulary test while the other, 7 students were unsuccessful. The treatment is likely appropriate as the learning process in cycle 1 could improve the students' vocabulary mastery from 7 students to 13 students. Consequently the next cycle is employed to meet the criteria of success 65.

Then, from the cycle 2, there was a significance development in the students' vocabulary mastery. In the second cycle, there were 18 students who passed the test and 2 failed. So cycle 2 was successful.

After implementing guessing game technique to improve students' vocabulary mastery in the eight grade students class of SMPN 2 Sajingan Besar, the researcher can conclude.

1. It is necessary to introduce blindfold game technique to the students before guiding them to implement it in the classroom, so that the students can understand the procedure that will be implemented through blindfold game technique.
2. It is important to the teacher give a chance to the students to express their idea before the presents their result because it may help to improve their vocabulary mastery and idea that will be presented.
3. The teacher should guide students, observe and monitor the students' activities during the implemented of blindfold game tehcnique, and help them if they are having difficulties.

And the best way to applied blindfold game as follows: (1) The researcher gave the explanation of blindfold game technique in vocabulary test. (2) The researcher explanation about the material that used multiple

choice as a vocabulary test. (3) The researcher also gave translation about question if the students have difficulties about material. (4) The students must write the answer based explanation from the researcher. The students could express all of their ideas after implementation of blindfold game by the researcher.

Based on the result above the researcher concluded that blindfold game can improve the students' vocabulary mastery. Not only their vocabulary mastery, but also developing their enthusiasm and motivation in teaching and learning process. Blindfold game method could improve the vocabulary mastery in the fifth year students, and there are points that can be concluded from this research. First implementing, blindfold game could improve their vocabulary mastery. Second, blindfold game in the method procedure are interesting and activate students to improve their vocabulary mastery. Third, blindfold game are fun and enjoyable for students and also the teacher at the same time since the English teacher should guide and monitor the students while they were doing the method.

B. Suggestion

Based on findings of the implementation of blindfold game, some steps are offered to both the English teacher and other researcher in order to improve the quality of teaching and learning English.

1. For The English Teacher

Teacher should apply various kinds of teaching techniques in the English class to provide students with various learning vocabulary. It would let each students have more alternative to study based on their own phase and learning style.

Teacher should more design in the class activities so it makes the students' and also the teacher more active. Guided questions technique helps the students to improve and did their idea to improve students' vocabulary mastery. The design used should be interesting and fun.

2. For the Future Researcher

Other researcher can conduct the same study at different level of students, and researcher can insert game in the guided questions activities as what suggested by the students involved in this research and also the guided questions can be applied by the teacher to the students in learning and improving vocabulary.