

## CHAPTER V

### CONCLUSIONS AND RECOMMENDATIONS

This chapter involves two sections, conclusions and recommendations. The conclusions are interpreted from the research findings and the discussion of the research. Meanwhile, the recommendations in the research are presented to the teacher or other researchers who have the same concern.

#### 5.1 Conclusions

According to the findings and the discussions of the research, there are some conclusions that can be drawn.

First, Suggestopedia could improve the students' English vocabulary mastery. Those improvements can be seen from students' mean scores that were 0.5 in pretest and 9.62 in posttest. Their improvement was also supported by the daily assessments result. The students' mean score on the first cycle was 6.20 and in the second cycle was 9.01.

Second, the use of Suggestopedia could enhance students' motivation in teaching and learning process. The students enjoyed the activities through listening to the music, storytelling by the teacher and playing games as the practice activity. They gave some responses by producing some language

utterances such as imitative, intensive, and responsive; and gave some behavior responses that indicated the students want to learn and do not want to learn.

Last, the teaching of English vocabularies to young learners by using Suggestopedia method needed repetition in giving the treatments. To improve the students' scores, more than two times of treatment are needed. In addition, the teacher should deliver the game's rule and the other instructions clearly. In this research, those ways helped the teacher to make the process of teaching and learning better. It also built a positive atmosphere in the class.

## **5.2 Recommendations**

Having finished carrying out this research, there are some recommendation that might be useful for the teacher and next researcher regarding to the use of Suggestopedia method.

Based on the difficulties experienced during the implementation of the research using Suggestopedia, choosing or making simple stories for young learners with creative media and acting, especially in active concert are recommended. Besides that, the activities in practice stage should be more interesting, challenging, and attractive.

Another recommendation is to use outdoor space in several meetings. Choosing the outdoor for doing some activities in this method can help children to move actively and freely, especially for games in the practice stage. Moreover, the activities should be applied in better preparation.

Finally, Suggestopedia method as an alternative teaching method to enhance student vocabulary should match the level of students. Types of vocabulary that is applied should be appropriate. For example, the young learner requires an increase in oral and productive vocabulary. As for the teenagers and adult vocabulary, improvement is needed on prints form of vocabulary.

