

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

This chapter presents two main parts: conclusions and suggestions. In conclusion, all of the findings and discussions are summarized previously. Furthermore, practical implication of the study in the use of Snakes and Ladders game in teaching English vocabulary to young learner is presented in the suggestion section.

5.1 Conclusions

The study reported the result on the use of Snakes and Ladders game in teaching English vocabulary to young learners. The purpose of the study was to discover whether or not Snakes and Ladders game was significant in helping young learners to improve their vocabulary mastery.

The findings of the research show that Snakes and Ladders game could be beneficial in improving students' vocabulary mastery. It can be seen from the data obtained in this study. The data show that there was likely an improvement on the students' vocabulary score. In other words, the t_{obtain} (2.534) is higher than t_{critical} (2.000), meaning that the null hypothesis is rejected which means that there is a difference between experimental and control groups. Moreover, data from the calculation of effect size shows that having been treated Snakes and Ladders game, students have a significant improvement on their vocabulary mastery.

There were some factors that might influence students' vocabulary mastery. Firstly, Snakes and Ladders game provides many varieties of picture that help students improve their vocabulary mastery. Secondly, the game promote students' interest and motivation in learning English vocabulary. The students got actively involved in the teaching and learning

process. The game made the teaching and learning process more fun. This atmosphere help the students learn and retain new words faster and better.

However, it should be remembered that Snakes and Ladders game has the disadvantages itself. It was time-consuming. Besides that, the class became noisy because the students moved and spoke much. Considering these disadvantages, the teacher should be able to manage the time and class well.

5.2 Suggestions

Having accomplished the study, there are some pedagogical implications of this study. The study has shown that Snakes and Ladders games can help students in improving their vocabulary mastery. The research finding shows that Snakes and Ladders game has many positive responses from students therefore, the use of Snakes and Ladders games in teaching vocabulary is recommended as an alternative media to make a fun atmosphere during teaching and learning process in a classroom. There are some suggestions to propose. The suggestions are in regard with practical development and professional development. Regarding the practical development it is much better to conduct the study of using Snakes and Ladders games not only in teaching vocabulary.

In addition, in line with professional development, the teachers are required to have certain competencies. They should be able to create their meaningful teaching and learning and create an interesting and fun activity. Games, such as Snakes and Ladders games is one of the alternative techniques to make a fun atmosphere during teaching and learning process in a classroom.

In addition, it is also suggested for teachers to manage time as effectively as possible to make the activity like Snakes and Ladders game more applicable. Teachers should also be able to manage and control the class during the game well.

