CHAPTER V
CONCLUSION AND SUGGESTION

This chapter presents the conclusions of the study and suggestion for further research. At first, this chapter presents conclusion of the study related to the theories used. Next, this chapter presents a suggestion for further researchers who are interested in conducting a similar study, the use of Dominoes game, or other games, in teaching vocabulary.

5.1 Major Findings and their Significance

This study was concerned with the use of the Dominoes game to improve the students' vocabulary mastery. There are two research questions that underpinned this study. In this part, each of them will be reasserted and it will be followed by its explanation and description in order to answer the problem being raised.

5.1.1 Does the use of Dominoes game increase the students' vocabulary mastery?

The purpose of the study was to investigate whether the use of the Dominoes game affects students' vocabulary mastery. The findings of this study suggested that the use of the Dominoes game increased the students' vocabulary mastery. It can be seen from the following facts. First, related to the students' achievement, students' average scores significantly increased from the pre-test to the cycle 2. Furthermore, the number of the students who have scores above MMC also increased from 0% in the pre-test to become 16.7% (7 students) in the cycle 1 post-test and 85.7% (36 students) in the cycle 2 post-test.

5.1.2 How does the use of Dominoes game shape the students' learning involvement?

The second purpose of this study was to investigate how the use of the game shapes the learning involvement. The data from the observation showed that the students were getting more active in the teaching learning process; it could be seen from the growing involvements in the learning process from cycle to cycle. Third, the questionnaire result showed that the implementation of this technique got positive responses from students in the teaching-learning process of vocabulary. It could be seen from the result of a questionnaire. In addition, the result of the interview with the collaborator teacher showed his positive attitude towards the implementation of Dominoes game in teaching vocabulary since it could motivate the students to be actively engaged during the learning process. Hence, he thought it can be an alternative technique to be used in teaching vocabulary.

5.2 Conclusion

In general, the use of Dominoes game displayed some advantages: it facilitates the students to enrich their vocabulary; it increases students' involvement; and it provides the students with opportunities to practice their language skill.

However, there was a disadvantage in using Dominoes game in terms of students' learning involvement level and time management especially for low motivated students. However, it can be overcome by carefully preparing interesting cards and planning the activities creatively to make the students have direct experience of the learning process.

5.3 Suggestions for Further Research

Although this study may be restricted to small scales participants, there are some suggestions in relation with the implementation of Dominoes game that hopefully can be useful for teachers who want to conduct Dominoes game in their classroom and also for researchers who will conduct a study in the same topic.

A. For the Students

This research expected to encourage the students mastering the English lesson, the students feel relax and enjoy when they learn English lesson, and solve their problem in understanding the meaning of word in the sentence, because the teacher use the suitable technique in teaching. Therefore, the students can use the vocabulary they have learned in the communication. Some points that must be considered by the students are as follow;

1. Regarding the importance of mastering vocabulary in learning English, the students should pay attention seriously and involve in the learning process.
2. To make it perfect, practicing the Dominoes games or language games at home is highly recommended.

B. For English Teachers

The result of this research is expected to be useful for the English teacher as input and consideration to improve the English teaching especially, the teaching of vocabulary trough games to develop the students' vocabulary achievement and to improve the class room atmosphere in teaching of vocabulary to develop their vocabulary achievement. Some points to consider by other teachers are as follows;

1. To implement Dominoes game in their classroom, it is important to set a theme that suits with children interest and needs. It is suggested that the teachers choose the themes that are familiar with the students and have been discussed with the students beforehand since it can raise students' motivation and their interest in learning English.

2. The teachers should provide various activities which can maintain students' interest during the lesson. It is important since the students might be bored by the materials that only focus on a certain theme.

3. It is suggested to select the vocabularies carefully so it can suit the students' proficiency level.

4. It is also suggested to provide various ways and context in introducing the vocabularies so the students may expand their vocabulary knowledge.

C. For other Researchers

The results of this research can be used by the other researchers as information or reference to conduct a classroom action research to another class which has similar problems to develop the students' vocabulary achievement. Some points to consider by other researchers are as follows;

1. As the instruction of vocabulary has typically occurred as part of reading lessons and in connection with the reading textbooks, these characteristics of school texts have consequences for the vocabularies students are acquiring. This observation does not mean that a vocabulary curriculum should be disconnected from the texts of instructional lessons.

2. Regarding the absence of interviewing with the students in this study. Thus, it will be better to administer it in the next research that possibly

to be conducted by other researchers. It is expected to provide better understanding in comprehending the research findings.

3. It is recommended to conduct research in a longer period to give better result and better pictures of the implementation of Dominoes game to improve the students' English vocabulary.

D. For the Institutions

The proposed teaching technique requires substantial validation with students before it can have widespread dissemination. However, policymakers of schools can apply this work's aim of using an alternative way of teaching. The principles of effectiveness and efficacy have a strong foundation in supporting the research. In other words, there are some external factors that is needed to fulfill by the leaders of institution towards the success of this research i.e. fund and facilities.

It would also be a strategic step for school leaders to disseminate this research in their meetings which is called Musyawarah Kepala Sekolah (MKS) in order to inspire the English teachers in the surrounding areas.