

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

This chapter presents the conclusion drawn from the results of the study. Some suggestions revealed as a contribution for English teaching and learning for further researchers.

#### 5.1 Conclusions

This study is concerned with the effectiveness of Snake Path Game in teaching vocabulary to young learners. This study aims at investigating whether or not Snake Path Game, as a technique, has increased the experimental group's scores compared to the control group. In addition, it also attempts to find out students' responses toward the use of Snake Path Game.

After conducting this study, the result of hypothesis testing shows that there is a significant difference between the post-test score of experimental and control group after the treatment with the large effect size. In other words, Snake Path Game can improve students' vocabulary mastery.

In the learning process, media has a central role in making students understand well the delivered lesson. It can help teachers achieve the learning objectives. Thus, a good media should be relevant to the lesson learnt and support the teaching and learning process in order to achieve learning objective optimally.

**Resti Rachmawati, 2012**

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Games task is one of important factors in playing Snake Path Game. It may determine the improvement of students' vocabulary mastery. Game task in the Snake Path Game provides opportunity for students to answer the words repeatedly. Although repetition is boring, during game play, it is fun for children. The repetition in fun atmosphere help students learn and retain new words better and faster. Therefore, the game can become a learning source which helps teachers deliver a lesson.

Additionally, teacher's ability in selecting learning materials, arranging a good lesson plan, and organizing students and class, influence the use of Snake Path Game in teaching vocabulary. Then, it can be concluded that the effectiveness of using Snake Path Game in teaching vocabulary is influenced by three factors i.e. media, game task and teacher who present the lesson

## **5.2 Suggestions**

There are several suggestions that can be recommended for the further studies. These suggestions are in relation to practical development, professional development and theoretical development. Some recommendations are stated as follows:

1. Regarding the practical development, the use of Snake Path Game can be applied not only to teach vocabulary but also to teach grammar and other language skills. In further next research, it suggested that the researchers

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should modify the game (game tasks) so that they can use it in teaching other language skills.

2. Regarding the professional development, teachers require to have some competencies. They should prepare a good lesson plan and the materials which are suitable with the objectives of study. Teachers should be able to organize the class and present the materials effectively by giving clear instructions before the game starts and helping them during learning activity. It would be better for teacher to think of discipline and group dynamics, add or remove an individual in order to make groups more productive. As a result, students will be more interested and easier in playing games.
3. Lastly, concerning to the theoretical development, the study was conducted in quasi experimental design which employs limited sample. For that reason, it is suggested for further next researchers to conduct further next study in other research design. Moreover, it would be better if any further next research will investigate the similar studies with different levels of sample or population like in junior and senior high school.

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