



CHAPTER V

CONCLUSIONS AND RECOMMANDATIONS

5.1. Conclusions

On the basis of the previous discussion, a conclusion may be taken that Thematic Dominoes Game is one of the alternative media that can be used in teaching English vocabulary to young learners. In playing this game, the students attempt to find out and match the words and the pictures. Thematic Dominoes Games are related to the theme by putting the correct answers continuously. This strategy challenges them to find out and match all the words with the pictures so that it gives the students more chances to speak out with their groups, memorize the spelling, and also read and read again the words. As the result, students find it easier to recognize and memorize the English vocabulary given to them.

Besides, the Crossword Puzzle Game is another alternative medium that can also be used in teaching English vocabulary. In applying this, students fill in the across and down grids based on the clues given. It also challenges them to complete all of the across and down grids so that it makes provides them with have more chances to speak out with their groups, memorize the spelling, read and read again the words, and also write the words directly. Therefore, the students could find it easier to recognize and memorize the English vocabulary given to them.

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However, based on the calculation using independent sample-test, it was obtained $p = 0,000$ which was smaller than 0.05. It means there was a significant difference of the improvement of students' pre test and post test vocabulary mastery mean score by using Crossword Puzzle Game and Thematic Dominoes Game. The mean score of the experimental class ($M=29,44$ and $SD=7,107$) and the control class ($M=33,28$ and $SD=8,463$). It can be concluded that Thematic Dominoes Game was more effective than the Crossword Puzzle Game in teaching English vocabulary to the students of SMP N02 Sinaboi, Rokan Hilir Regency in the academic year 2016-2017.

5.2. Recommendations

On the basis of the research findings, some recommendations need to be put forward in order to be useful for teachers, students, and the researchers. First of all, it is important for the teachers to improve the students' vocabulary mastery by giving enjoyable activities such as games or the others in order to encourage their motivation to learn. When the students are motivated, it is very likely that they can absorb the lesson easier. Besides, it is hoped that the teachers teach the vocabulary from the easiest to the most difficult one in order that the students perceive that learning English is not as difficult as they think. Consequently, the students become more self-confident. Furthermore, it is suggested that teachers try using these two games: the Thematic Dominoes Game and the Crossword Puzzle Game in teaching English vocabulary, meaning that the students are not only memorizing words without any supporting activities in order that they enjoy the

lesson and it can help them to understand it easily. Otherwise, the students will feel depressed in learning so that they will get bored soon and the words they have memorized will go away from their minds sooner. In addition, it is also suggested to the other researchers develop this research using different perspectives and different methods so that it can give greater contribution to the school, teachers, students, and all sides related to education. The last but not least, it is suggested that students have an initiative to have more practices at home because of limited time they have at school so that what they have learnt at school could stay longer in their minds.

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