

CHAPTER V

CONCLUSION AND RECOMMENDATION

This chapter, present two sections they are: conclusion and recommendation.

5.1 Conclusion

After, conducting CAR at eight graders of SMP N 1 Seyegan, it can be concluded that homophone games can improve the students' vocabulary and help them memorize and keep their vocabulary. Homophone games not only improve the students' vocabulary but also the students' confidence, enthusiasm and motivation. It can be proved from the following facts.

First, related to the students' score in the pretest there were 16 students out of 32 or 50% who passed the Minimum Mastery Criterion (*KKM*). Meanwhile, on the post test all of the students were passed the *KKM* or 100%, it means that they could improve only in one cycle. So, it achieved the criteria of success. Second, the questionnaire distributing after the implementation homophone games showed that the implementation of this technique got positive responses from students in teaching and learning process of vocabulary. Third, the data from observation during the implementation showed that the students were more active and participated in teaching learning process.

In conclusion, this research was successful in improving the students' vocabulary by using homophone games. In addition, the students were more active and participated in teaching learning process. In other words, homophone games can be alternative strategy for teacher in teaching vocabulary which can improve and keep their vocabulary.

5.2 Recommendation

There are some recommendations to the participant closely to the study are presented below. For the English teacher, the English teacher has to consider the students' needs and interests for the teaching and learning. It is important for the teacher to improve the students' vocabulary mastery. The teacher should create good atmosphere

in the classroom and motivate the students to learn language. He needs to enrich herself with the knowledge of how to select the effective resources which can create interesting activities so that they can enjoy during the teaching and learning process. It will help him create the activities in which all students can be involved. The use of various media must be improved so that the English teaching and learning process will be more interesting. Giving rewards can be an alternative to motivate them learn. All of those will improve the quality of the English teaching learning process. For the students, the students had to be more active in the classroom. A further effort needs to be made by the students is to encourage themselves in mastering vocabulary without worries of making mistakes. It gives advantages for the students if they can develop their vocabulary mastery. They can easily understand what they heard, say, read, and write.

For other researcher, it is recommended to the other researchers who are interested in the same field to continue and develop this action research in order to find out other efforts in the aim at improving students' vocabulary mastery through Homophone Games.