

## CHAPTER IV

### CONCLUSION AND SUGGESTION

#### A. Conclusion

As the final view of this paper, based on the data analysis and interpretation previously about using Whispering game to improve students' vocabulary mastery, it can be drawn the conclusions as follows.

1. Students' vocabulary mastery in experimental class after being taught by using whispering game is better than the students' vocabulary mastery in control class. The student's vocabulary mastery of the Experimental Class is good, because almost of students can achieve the significant score after receiving the technique treatment. The students can develop their knowledge about word meaning, word categorize and word relationship through the technique. The average score in pre-test is 57.75 while the average in post-test is 73.25
2. Students' vocabulary mastery in control class after being taught by using conventional teaching i.e. repeated-new word found on text is not better than the students' vocabulary mastery in experimental class. The students only achieve little improvement that can be seen from their average score in pre-test and post-test. The average score in pre-test is 54.25 while the average score in post-test is 55.50

3. As the result The using of whispering game more effective to improve student's vocabulary mastery, it can be shown as way in developing the student's vocabulary mastery. Based on the calculation,  $t_{table}$  on significance 5% with  $df = 38$  is 2.02, while  $t_{count}$  is 5.02. It means that  $t_{count} > t_{table}$ . It can be concluded that  $H_0$  is rejected and  $H_a$  is accepted. In other word, there is a significance difference between experimental and control class in student's vocabulary mastery after giving the different methods in the treatments.

### **B. Suggestion**

In this study, I would like to offer some suggestions to the teacher to improve the student's vocabulary mastery in order to get better result. It is very important that the teacher use appropriate and interesting method to teach vocabulary mastery at school. Usually, teaching vocabulary is such kinds of activities that often bored the students. So, the use of appropriate and interesting method will always give the students fresh and new condition. Hopefully, it can motivate the students and make them interested in learning vocabulary.

The use of whispering game in teaching vocabulary is aimed to make the student more interesting and enthusiastic in learning vocabulary. So the student enjoy the process of teaching learning. For further research, the researcher can conclude that using whispering game as a method is very good to be applied in teaching vocabulary.