

## CHAPTER V

### CONCLUSION AND SUGGESTION

This part shows the reader related to the conclusions and the suggestions especially for the students, the teacher, and also future researchers. The conclusions and the suggestions are presented after this.

#### 5.1 Conclusion

There are two objectives in conducting this research. The first, this research aimed to find out the implementation of Word Search Puzzle game as a learning method in teaching English vocabulary. The second, this research aimed to find out whether Word Search Puzzle game increase students' English vocabulary or not. This research methodology is Classroom Action Research design at grade XI Science 6 of MAN 2 Banyumas. The conclusion of this research based from the research findings and data analysis, which have been stated on the chapter IV. The conclusions is presented below.

1. Based on the research findings, the implementation of Word Search Puzzle game as a learning method at grade XI Science 6 of MAN 2 Banyumas was successful. This can be seen from the observation result that they actively participated while the teaching and learning process began, they also enthusiastic joined English lesson in the class, they seemed interested in Word Search Puzzle game because this game challenged them. It can be concluded that this game success to make them enjoy in learning English vocabulary. In addition, the students could participate actively and confidently in the class, answer teacher questions, and accept challenges (especially related to English lesson) in the class since their English vocabulary increased.
2. Based on the research findings, particularly the result of pre-test, post-test 1, and post-test 2. The data shows a different score. It can be proven by the averages of the students' scores, in pre-test the average score was 57.7, while

in post-test 1 the average score increased to 79.1. It means that the increase in average score from pre-test to post-test 1 was 21.4. Then in post-test 2 the average of students' scores increased again to 86.3. It means that the increase in average score from post-test 1 to post-test 2 was 7.2. So that, from the previous explanation it can be concluded that the implementation of Word Search Puzzle game to increase students' English vocabulary was successful.

## **5.2 Suggestions**

In this part the researcher will give some suggestions related to the explanation of the conclusion above. The suggestions addressed to the students, the teacher, and future researchers.

### **5.2.1 For the Students**

For the students, the researcher expects that the students can continue this method (Word Search Puzzle game) to increase their English vocabulary mastery. Because in Word Search Puzzle game there are many new words that the students have never met before.

### **5.2.2 For the Teachers**

Suggestion for the teacher is to use Word Search Puzzle game as a learning method, especially for learning English vocabulary. This is because, using this method can make students more challenged, and they are more enthusiastic in learning English. This has been proven in this research that Word Search Puzzle game can increase students' English vocabularies.

### **5.2.3 For Future Researchers**

For future researchers, the researcher expects that they can make a similar and further developed research using Word Search Puzzle game. This game can be an innovative learning method for students. The words in Word Search Puzzle game can be taken from many sources, such as songs, stories, or anything related to the students' lesson.