 CHAPTER V 
CLOSING 

In this chapter, the writer gave conclusion and suggestion to the result of the study. The conclusion of the study was the answer of problem of the study that found based on the result of data analysis. The suggestion was expected to make better improvement and motivation for students, teacher and researcher related to the teaching learning process of vocabulary.

A. Conclusion 

After getting the data analysis from the score obtained of vocabulary test, it could answer the problem of the study that stated “Does the jumbled letters game give effect on the vocabulary achievement scores of third grade students of SDN-VIII Menteng Palangka Raya?”

The result of testing hypothesis could answer the problem of the study. To test the hypothesis of the study, the writer used t-test calculation with manual calculation and SPSS 17.0 program. The result of t-test using manual calculation showed that the value of $t_{\text{observed}}$ was greater than the value of $t_{\text{table}}$ at 1% and 5% significance level or $2.000 < 8.873 > 2.660$. The result of t-test using SPSS 17.0 program calculation found that the value of $t_{\text{observed}}$ was also greater than the value of $t_{\text{table}}$ at 1% and 5% significance level or $2.000 < 8.922 > 2.660$.

This indicated that the alternative hypothesis stating that the jumbled letters game will give effect on the vocabulary achievement scores was accepted. Meanwhile, the null hypothesis stating that the
jumbled letters game will not give effect on the vocabulary achievement scores was rejected.

It implicated that the jumbled letters game gave effect on the vocabulary achievement scores of third grade students of SDN-VIII Menteng Palangka Raya. It meant that the students’ score were taught using the jumbled letters game higher than without using jumbled letters game. It can be proved by the difference between the scores of pre test and post test.

B. Suggestions

In line with the conclusion, the writer would like to propose some suggestions for the students, teachers, and the future researchers as follows:

1. For the Students

Based on the result of the study that the jumbled letters game gave effect on the vocabulary achievement scores. The researcher recommended to the third grade students of SDN-VIII Menteng Palangka Raya to apply the jumbled letters game to improve their vocabulary scores.

2. For the Teachers

The researcher recommended to the English teachers of SDN-VIII Menteng Palangka Raya to apply the jumbled letters game to improve students’ vocabulary score. The jumbled letters game will give effect on the vocabulary achievement scores.
3. **For the Future Researchers**

Since the study was focused on the experimental design, it was expected that the future researchers could conduct the study on the vocabulary using varians design.