

## CHAPTER VI

### CLOSURE

In this part, researcher gave the conclusion and suggestion about the result of study. The conclusion of the study was to answer the problems of the research. The suggestion is expected to make better improvement and motivation for students, teacher and researcher.

#### A. Conclusion

The writer concluded based on the result that the result of analysis showed that the mean of students' vocabulary of who taught using crossword puzzle was 76,133, while the mean of students' vocabulary of who taught using non-crossword puzzle was 72,46. From both means, there was different value that was 3,673. It meant there is different result of them in using crossword puzzle.

Meanwhile, after the data was calculated using t-test, from the result of calculation ( $t_{\text{observed}}$ ) was -11,271. Then, it is consulted with  $t_{\text{table}}$  ( $t_t$ ) which db or df =  $(N_1 + N_2) - 2$  was  $(30 + 30) - 2 = 58$ . Significant standard 5%  $t_{\text{table}} (t_t) = 2,02$  and significant standard 1%  $t_{\text{table}} (t_t) = 2,65$ . So,  $2,02 < 11,271 > 2,65$ . It can be said that since the value of  $t_{\text{observed}}$  (-11,271) was higher than  $t_{\text{table}}$  in the 5% (2,02) and 1% (2,65) level of significance, it could be interpreted that  $H_a$  stating that there is a significant difference between using crossword puzzle can be used to stimulate the students increase vocabulary was accepted and  $H_o$  stating that using crossword puzzle can not be use to stimulate the students to increase vocabulary

was rejected. It meant that there is a significant difference between who taught using crossword puzzle and who taught using non-crossword puzzle.

The implication of the result was that there is a significant difference between who taught using crossword puzzle and who taught using non-crossword puzzle. It could be seen from the significant difference of the students' scores of vocabulary. It meant that there is a significant effect of using crossword puzzle in teaching vocabulary at eleventh grade students of SMA Muhammadiyah 1 Palangka Raya.

## **B. Suggestion**

According to the conclusion of the research result, researcher would like to propose some suggestions for the students, teachers and the researchers as follow:

### **1. Students**

For the students, when they are taught by using a media to increase their English vocabulary, it was recommended that they have to identify all new vocabulary. Moreover, the students might also do more practice and applied them in other English skills such as writing and reading. So, they will not lose their vocabulary.

### **2. Teacher**

The researcher recommended the English teacher to apply Crossword Puzzle in teaching Vocabulary to make students more active in teaching learning process, Crossword Puzzle might be implemented in the classroom activity by

providing the interesting clues, such as colorful pictures, so that the students will be motivated to join and participate in the activity because they are interested in the lesson.

### **3. Future Researchers**

In this study, the researcher realized that design of the study was very simple. There are still many weaknesses that could be seen. Therefore, for further researcher; it is suggested that the result of this research can be used as a reference and information for future researchers to conduct further research dealing with the use of Crossword Puzzle by using different language skills or language components.