

CHAPTER V

CONCLUSION AND SUGGESTION

1.1. Conclusion

Based on the results of research conducted in class VIII-1 of SMP Swasta Al-Washliyah 26 Medan, it can be concluded that Problem Plane Game Method can improve students' vocabulary mastery. This can be proven from the following facts. Quantitatively, the improvement can be seen from the students' pre-test average score of 58.1 or 13.3% of the class percentage who passed the Minimum Completeness Criteria, The average post-test score in cycle I was 72.3 or 50% of the class percentage who passed the Minimum Completeness Criteria, The average post-test II score was 83 or 96.7% of the class percentage who passed the Minimum Completeness Criteria in cycle II. Qualitatively, the observation results showed that the students were more active and interested in learning vocabulary through Problem Plane Game Method because Problem Plane Game Method could help them learn vocabulary easily. It is also supported by the interview results, which shows that the students feel happy and enjoy using Problem Plane Game Method, and they are very enthusiast to follow English class. As a result, Problem Plane Game can be used as the recommended method in teaching vocabulary.

1.2. Suggestion

Based on the above findings, the researcher here wanted to give the solutions to solve the problems in teaching vocabulary by giving these following suggestion as follow:

1. It is recommended for English teachers to apply Problem Plane Game Method in teaching vocabulary because Problem Plane Game Method are much more effective to improve students' vocabulary mastery.
2. It is essential for students to have more vocabulary and applying Problem Plane Game Method when learning vocabulary.
3. Readers are encouraged to have a lot of information about the learning experience of teaching vocabulary to students by using more effective methods that can improve students' vocabulary mastery, such as Problem Plane Game Method.