

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the data, the conclusion can be drawn is following :

The mean score between VIII-1 which was experimental class and VIII-2 which was control class, VIII-1 obtain the mean score higher than VIII-2 with score 71,29 for pre-test and 81,57 for post test while the control class obtain 67,86 for pre-test and 72,86 for post-test. The data of this research are valid. It can be proved by the result of the validity test with score 0,796 for pre-test and 0,745 for post-test of experimental class and then for the control class obtain validity score 0,929 for pre-test and 0,953 for post test.

The data are reliable. It can be proved by the result of the reliability test with Cronbach's Alpha score 0,791. The score is more than 0,6, so it means the data are reliable. In the normality test, the significance score were 0,012 for pre-test and 0,015 for post test of experimental class while the control class got 0,020 for pre-test and 0,000 for post-test. Although the score was less than 0,05, the data was normal. For that based on the Central Limit Theorem which states that for large samples especially for more than 30 ($n \geq 30$), then the distribution of the sample is considered normal (Kwak et al., 2017). The homogeneity test shows score 0,000 for all category class, it means the data was not homogeneity. Hypothesis Test got

significance score 0,000 for experimental class and 0,150 for control class. Because of the score was less than 0,05, it means that the H_1 hypothesis is accepted.

In conclusion, the hypothesis states that students who are taught using the snakes and ladders game obtain better skills in mastering English vocabulary than students who are not taught using the snakes and ladders game. In accordance with the explanation above, it can be concluded that the snakes and ladders game can influence students' vocabulary mastery

5.2 Suggestion

Having concluded the result of the research, the researcher would like to propose some suggestions for the teacher, the students, the school and other researcher.

1. For the teacher, they can use snake and ladders games in teaching in order to make the students more motivated, attractive and active in joining the lesson. It is important to the teacher to create an enjoyable situation of teaching learning process in order to make them eager to improve their English.
2. For the student, they should be more discipline in time in order that the teaching learning process using snake and ladders games can start and finish on time. They should be more confident when giving or answer the question.
3. Then for the school, it should support English teachers to improve their teaching quality. It can be done by providing facilities that support the teaching and learning process. The school also should provide handbook for

the students in order to help students easier to learn. It is also to manage the time easily.

Finally, for other researcher, it is expected that the findings of this study will be used as an additional reference for further research in different context which will give valuable contribution to teaching and learning