

CHAPTER V CONCLUSIONS

A. Conclusions

Based the results of data analysis above, the researcher draw some conclusions as follows:

1. The quality of students' vocabulary at the seventh grade MTs NU Miftahul Ma'arif Kaliwungu was highest. It based on the result of descriptive statistic analysis, there were a difference between mean score of post-test experimental class and controlled class. The mean score of post test experimental class showed 90,40, meanwhile mean score of post test controlled class was 85,07. it means that the quality of students' vocabulary at seventh grade MTs NU Miftahul Ma'arif Kaliwung Kudus was highest.
2. Words matching game has significant and positive effect towards students' vocabulary at MTs NU Miftahul Ma'arif Kaliwungu. It based on the result of independent sample t-test by using SPSS windows release 16.0. The result showed that sig. 2 tailed of experimental and controlled classes was (0,000) $< \alpha$ (0,05). It stated that the null hypothesis (H_0) is rejected and the alternative hypothesis (H_a) is accepted. On the other hand, the result stated that there was a difference between post-test of controlled class and post-test of experimental class by using words matching game for class VII A at MTs NU Miftahul Ma'arif Kaliwungu Kudus.

B. Implication

Based on the result of the research, the implementation of words matching game proved to be effective to improve the students' vocabulary. It also made the English teaching and learning process run better. The clearer description of the implication is drawn as follows:

1. Words matching game was fun challenging. Everyone was effectively engaged in the activities. Their vocabulary and english production was improved. It implies that words matching game increase students' vocabulary. They are more active and enjoyable. They are not only more confident when they are learning but also they are less anxious.
2. Words matching game assisted the students to improve their vocabulary mastery. They get many new vocabularies. They also got new knowledge from a word that has more than one

meaning. It implies that words matching game increase students' vocabulary collections. The students' vocabulary are not monotonous anymore.

3. Pictures successfully attracted students' attention. More significantly, the students learned new vocabulary materials better. It implies that the visual aids such as pictures in learning processes are useful to engaged students' attention.
4. Classroom management affected the succes of teaching and learning processes. If a educator can manage the classroom well, the learning processes can be carried out effectively. It implies that classroom management is important as well to bring the teaching and learning processes into successful.

C. Recommendation

Based on the result of the research, this research has proven the effectiveness of using words matching game on students' vocabulary. It also made the english teaching and learning processes run better. The researcher recomend to all english teachers to trying this media to make the learning process more fun and enjoyable. Furthermore, it is recommended to implement the media for the beginning of semester, because at that time the students need something new to increase their feeling in English.

The researcher hope that it can be implemented by other researcher to achive better teaching and learning process. In addition, for the other researchers may investigate deeper with develop words matching game not only to mastery vocabulary but also to language skills such as reading, listening, writing and speaking.