

CHAPTER V

CONCLUSIONS AND RECOMMENDATIONS

A. Conclusions

Based on observations, interviews, and documentation conducted by researcher with the title "The Implementation of Teaching Vocabulary Using Crossword Puzzle Game at The Eighth Grade Students of MTs Hasan Kafrawi Pancur in Academic Year 2022/2023" can be concluded as follows:

1. The Procedure in the implementation of teaching vocabulary using crosswords puzzle game at the eighth grade students of MTs Hasan Kafrawi Pancur in academic year 2022/2023 has 3 stages. For opening activity, the teacher greeted students, took attendance, gave apperception and reviewed the material that had been taught at the last meeting. For the core activity, the teacher explained the material that will be used in the crossword puzzle game and implemented the crossword puzzle game in teaching vocabulary. For the closing activity the teacher gave evaluation in the form of formative assessment consisting of written tests and oral tests. Besides, the teacher also giving feedback to students, guided the students to correct the answers and made conclusions together on the material that the teacher has taught.
2. The obstacles in the implementation of teaching vocabulary using crosswords puzzle game at the eighth grade students of MTs Hasan Kafrawi Pancur in academic year 2022/2023 came from the less conducive classroom atmosphere, students' limited knowledge of the meaning of words, differences in students' characters, and the availability of inadequate facilities.

B. Recommendations

Based on the conclusions of the research carried out by the researcher, there are several suggestions that can be conveyed as follows:

1. For school institutions, it would be nice if the Institute could provide complete school facilities so that students are able to carry out learning according to the needs and development of the times.
2. For students, it is hoped that they will be more enthusiastic and serious in participating in learning so that the learning objectives can be properly achieved.

For teachers, it is hoped that they can find newer and more interesting creative game media to make it easier to teach vocabulary.