CHAPTER V CONCLUSION AND SUGGESTION

Based on analysis presented in chapter IV, the writer would like to draw some conclusion and offer the suggestion as follows:

5.1 Conclusion

There are some conclusions that can be noted based on the result of analysis:

- 1. The use of Chinese Whisper is effective to teach vocabulary to the eleventh grade students of SMAN 2 Kupang in the school year 2016/2017.
- 2. There are some significant differences in research in teaching vocabulary by using Chinese Whisper. The students level of vocabulary in Pre-Test average (67), the post test 1 level is good (77) and post test 2 level is very good (92,6). Also the exercises 1 level is fairly good(70) and the exercises 2 level is excellent (96)

5.2 Suggestion

Although the result of the study showed that the teaching vocabulary by using Chinese Whisper is effective for the eleventh grade students of SMAN 2 Kupang. There were still some difficulties which faced by some students such as they cannot understand well the explanation about part of speech noun, also some of students do not have concentrate when the teacher gave the explanation. Therefore, the writer would like to give some suggestion as follows:

5.2.1 For English Teacher at the researcher school

- 1. The result of this study shows that using Chinese Whisper is effective in improving students' vocabulary mastery so the English teacher is suggested to apply this media in his/her teaching learning process.
- Chinese Whisper technique can be an alternative to overcome students boredom
 I learning English
- 3. This technique is suggested used by English teacher and other researcher.

5.2.2 For the Students

- 1. The students are able to understand a word by using Chinese Whisper
- 2. The students are motivated to develop their skill in English especially about vocabulary
- 3. This technique is expected to make the students enjoy and help them to easier when they are learning English.

.

BIBIOGRAPHY

- Alqahtani, Mofareh. 2015. The Importance of Vocabulary in Language Learning and How to be Taught. International of Journal Teaching Education. (Serial online). [cited 2005March. 3]. Avaiable from: www.iises.net.
- Brandes, Donna and Philips, Howard. 1977. *Gamesters' Handbook 140 games for teacher and group leaders*. Great Britain: The Anchor Press Ltd.
- Djehatu, Maria. 2008. "The Study On Teaching Present Continuous Tense by Using Games For The High Flayers 2 Students of Ef Nusantara Language School In The School Year 2008/2009.(Thesis)".Kupang: WidyaMandira Catholic University.
 - Erom, Kletus. 2014. Practical Guidelines For Writing Research Report. Kupang:
 - WidyaMandira Catholic University.
- Hopkins, David. 2007. Panduan Guru PeneltianTindakan Kelas. Yogyakarta:
 PustakaBelajar.
- Jena, A. F. 2015. "A study on the Effectiveness of Using Circle Game in Teaching Vocabulary to the seventh grade students of SMP AngkasaKupang in the school year 2014/2015 (Thesis)". Kupang: WidyaMandira Catholic University.
- Khusniati, Asna. 2016. "The effectiveness of Chinese Whispers Game Toward Students' Vocabulary Mastery of Seventh Grade students At SMPN SumberGempol (Thesis)". Tulungagung: State Islamic Institute of Tulungagung.

- Nugroho. 2007. "The Use of Circle Games as A Strategy to Improve Students'

 Mastery in English Vocabulary at Elementary School Students of SDN 01

 Banyumanik Semarang In Academic Year 2007/2008(thesis)". Semarang:

 Semarang State University.
- Nurdianita. 2015. "The use of Texttwist Game for teaching vocabulary at the tenth grade students of SMA Islam Ta'allumul Huda Bumiayu in The Academic Year 2014/2015(thesis)". Semarang: Semarang State University.
- Pian. 2012. "The effectiveness of using Crossword Puzzle in teaching vocabulary at the second Years students of SMA Kristen 1 Kupang in the school year 2014/2015(thesis)". Kupang: Widya Mandira Catholic University.
- Setyaningsih. 2015. "The use of Word Clap Game to improve students' vocabulary mastery at the eighth grade students of SMPN 3 Ungaran in the academic year of 2014/2015(thesis)". Semarang: Semarang State University.
 - Sugiono. 2013. MetodePenelitianPendidikan. Bandung: Alfabeta.
 - Lee, W.R. 1986. Language Teaching Games. Oxford: Oxford University Press.