CHAPTER V
CONCLUSION

A. Conclusions

Based on the research findings, the researcher concludes that the calculation of t-observed (calculated) is higher than t-table; it means that the scrabble is significantly effect of using scrabbles on the students' vocabulary achievement. In other words, the students who were taught by using scrabbles got higher score than students who were taught without by using scrabbles.

By using scrabbles, the students can learn vocabulary and retain words more easily. In other words, it can help the students to improve their vocabulary. Seeds of the game in the form of a square chip that reads the letters on one side which are set word game played two or four people to accumulate points based on the value of a word. So, this game can be make funny, such as, having patience, playing fair, reasoning and strategy skills, friendships and working together.

B. Suggestions

Based on the conclusion drawn above it was suggested to the following:

1. The English Teachers

a. It was suggested that the teachers should apply scrabbles as a technique in teaching vocabulary because it can motivate students to learn and retain vocabulary in enjoyable situation. So, students can be improve their vocabulary.

b. The teachers must be able to create new understanding to the students that learning vocabulary was not difficult but it was fun.

2. The Other Researchers

It was suggested to other researchers to study this research more deeply. The researcher must make improvement in the level of the vocabulary. Vocabulary is one of the language components that are important to be taught. So, by vocabulary achievement the students can improve their in four English skills. It was hoped that the results of this research will be useful as the reference to make a further research. In this study the researcher used chain word game to improve the students' vocabulary achievement.

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