

CHAPTER V CONCLUSION AND SUGGESTION

A. Conclusion

After analyzing the data, conclusions can be concluded as following:

1. The students' vocabulary achievement was an improvement on the students' vocabulary by applying Scramble Game supported from the qualitative and quantitative data.
2. It is found that the good media, suitable teaching method could help students to be more active in teaching and learning process.

B. Suggestion

In relation to the conclusions, suggestions are stated as the following:

1. In teaching English its better to use Scramble Game especially in teaching vocabulary because by applying this way, students more active in teaching and learning process, because the students are more active and critical and also can helps the teacher in monitoring and encouraging the students so that the students can comprehend the material easily.
2. It is also suggested to the reader who are interested for further study (students of university) related to this research, they should explore the knowledge to enlarge their understanding about how to improve vocabulary achievement and search another references.