

CHAPTER FIVE

CONCLUSION AND SUGGESTIONS

5.1 Conclusion

In accordance with the research findings, it can be concluded that there are two main conclusions about the use of 'Simon Says' game in teaching vocabulary: (1) 'Simon Says' game increased students' vocabulary mastery; (2) 'Simon Says' game is positively responded to by the students. The elaboration of each point is given below.

First, the conclusion is supported by the result of Mann-Whitney test in post-test scores. The score of experimental group improved more significantly than the score of control group. This result indicates that the pre-test and post-test score between the experimental and control group is significantly different. Therefore, there is a significant difference between the mean of experimental and control group after the treatment. As a result, it can be concluded that using a vocabulary game such as 'Simon Says' game to young learners is effective.

Second, the results of the questionnaire show that the students gave positive responses towards the use of ‘Simon Says’ game in teaching vocabulary. Most of the students agreed that ‘Simon Says’ game made learning English more enjoyable and interesting and not easily boring during the teaching and learning process. Moreover, most of the students agreed that teaching vocabulary through ‘Simon Says’ game improved their vocabulary mastery. This confirms the theory that says young learners response positively to TPR method and it makes the learning process becomes more enjoyable and understandable.

5.2 Suggestions

There are some suggestions that hopefully can be useful. For teachers who want to teach vocabulary by using Total Physical Response (TPR), especially ‘Simon Says’ game, there are several recommendations. The first is to provide variation of the instructions or commands in the game so that it will explore students’ ability in vocabulary knowledge, listening skill and movement that they express. Second, it is recommended that teachers should pay attention to the students during the game and apply some rules to make the game effective because some students may overact. Teacher should remind the students about the rules that they should obey in the classroom during the activity and manage the classroom atmosphere to become interesting but still under control.

In addition, there are some suggestions for further researchers who are interested in investigating the use of TPR method or ‘Simon Says’ game in teaching and learning process. First, it is suggested that researchers should choose another activity of Total Physical Response (TPR) method. Second, researchers should

choose another level of class or level of education to apply the TPR method or the ‘Simon Says’ game. Finally, researchers should choose another focus in teaching English, such as in teaching writing, listening, grammar or reading.

