

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This chapter presents the conclusion of all activities used Classroom Action Research in teaching and learning process of both Cycle I and Cycle II. The suggestions are recommended to the teachers, students of English Department, lectures and those who are attracted to know about Classroom Action Research.

#### **5.1 Conclusion**

Based on the results of the research and the discussion on the previous chapter, the writer comes to a final conclusion that is formulated as follows:

1. The use of pictures as teaching media is effective in teaching vocabulary for the seventh grade students of SMPK Sta. Theresia Kupang in the school year 2015/2016
2. The students' vocabulary level after being taught using pictures is excellent where all of the students who participated in this study were passed the test and the students' score average increased from 60,76% in cycle 1 to 90,00% in cycle II.

## 5.2 Suggestion

Based on the result, the writer would like to offer some suggestions for the benefit of teaching and learning process. They are as follows:

1. The teachers of English especially the English teachers of SMPK Sta. Theresia Kupang are suggested to use pictures as media in teaching and learning process to stimulate students' positive participation.
2. The students of English Department who really want to be professional teachers are recommended to use CAR so that they can reflect the weaknesses in teaching and learning process before, then they can prepare new strategy to improve the weaknesses in the next meeting.

## BIBLIOGRAPHY

- Andreas, Wright. 1986. *Games for Language Learning*. Cambridge: Cambridge University press.
- Anthony, F.M. (1983). *Approach, Method and Technique*. New Delhi: Tata GMC Graw-Hill Company.
- Brown, H. D. 1994. *Teaching by Principles: An Interactive Approach to Language Pedagogy*. Englewood Cliffs, NJ: Prehtice Hall.
- Brown, D. 2007: 7. *Teaching by Principle, an interview approach to language pedagogy*. Second Edition. New York. Logman.
- Duryasa, I Ketut. 1990. *A Correlative Study Between Grammar Mastery and Vocabulary of Class 1 Students of SMPN Tarus*.
- Erom, Kletus. 2012. "Practical Guidelines for Writing Research Report (Thesis)". Kupang: Unwira University.
- Ersoz, A. 2000. Six Games for EFL/ESL Classroom. *The Internet TESL Journal*, 66, retrieved February 11, 2005 From <http://iteslj/Lessons/Ersoz-Games.html>
- Hadfield, Jill. 1986. *Advanced Communication Games*. England: by Thomas nelson and sons Ltd.
- Hatch, E. and Brown, C. 1995. *Vocabulary, semantics, and language education*. New York: Cambridge University Press.
- Hill, L. A. and Fielden, R. D. S. 1974. *English Language Teaching Games*. London: Evans Brothers Limited.
- Hornby, A. S, 1974, *Oxford advanced Learner's Dictionary*, Oxford University Press
- Hughes, Arthur, 1990, *Testing For Language Teacher*, New York; Cambridge University Press.
- I-Jung. C. 2005. *Using Games to Promote Communicative Skills in Language Learning in The Internet* Kim, L.S. (1995) *Creative Games for the Language Class in English Teaching Forum* 33: 1.
- Jena, A. F. 2015. "A Study on the Effectiveness of Teaching Vocabulary Using Circle Game at the Seventh Grade Students of SMP Angkasa in the School Year 2014/2015". Proposal. Kupang: Widya Mandira Catholic University.

- Kim, L. S. 1995: 67. Creative Games for the Language Class. Forum Vol. 33 No. 1 January-March 1995.
- Lee, W. R. 1987. *Language Teaching Games and Contests*. USA: Longman Group UK limited.
- McCallum, G. P. 1980. *101 WORD GAMES: For students of english as a second or foreign language*. Oxford: Oxford University Press.
- Mc Charty, M and Carter, R. 1988. *Vocabually and Language Teaching*. London: Longman
- Napa, P.A 1991. *Vocabulary Development Skills*. Yogyakarta: Kanisius.
- Penjaha, Megawati. 2014. The Effectiveness of Using Pictures to Increase Students Vocabulary Stock of the Seventh Grade Students of SMPN 8 Kupang in the School Year 2014/2015.
- Pettgrew, Joseph. 1995: 6. (n, d, Online) *Teaching Vocabulary: Two Dozen and Techniques*. [http://pcopl.cbu.edu/jpttigr/Articles\\_and\\_Presentations/Vocabulary.htm](http://pcopl.cbu.edu/jpttigr/Articles_and_Presentations/Vocabulary.htm). (Accessed from the internet on 18 maret 2011)
- Sama, Marlin. 2014. "The Effectiveness of Using Crossword Puzzle in Teaching Vocabulary to the Eighth Grade Students of SMPN 2 Atambua in the School Year 2014/2015". Proposal. Kupang: Widya Mandira Catholic University.
- Tateni, Inosensius. 2013. "The Effectiveness of Guessing Games in Teaching Speaking of the Tenth Grade Students of Minor Seminary St. Rafael in the Academic Year 2012/2013". Thesis. Kupang: Widya Mandira Catholic University.