

## **CHAPTER V**

### **CONCLUSION AND SUGESSTIONS**

#### **5.1 Conclusion**

Based on findings and discussion on chapter IV above, the writer concludes that the Scattegories game increases the students' English Vocabulary to the ninth-grade SMP Negeri 1 Sabu Barat, because the t.test value is 5.221 higher than the t.table is 2.045 at a significant level of 0.05 or 95%. Therefore, the null hypothesis (H0) was rejected, and the alternative hypothesis (H1) was accepted. The scattergories game can increase students' vocabulary by 66% with an effective enough category. It means that the Scattegories game can increase the students' English Vocabulary to the ninth-grade SMP Negeri 1 Sabu Barat.

#### **5.2 Suggestions**

Based on the above conclusion, the writer offers some suggestions. Firstly, for teachers, they can use Scattegories game as one of the techniques to make the teaching and learning process more fun and also should give motivation to the students to learn English especially vocabulary through this game. Secondly, for students, they can play the sacttergories game with friends anywhere to increase their knowledge of English vocabulary. They can also learn vocabulary from dictionaries, read English texts, or engage in activities that provide interesting techniques, methods, or media that can effectively build their vocabulary.