

## **BAB V**

### **CONCLUSIONS AND SUGGESTIONS**

#### **A. Conclusion**

Based on the results of research and discussion, it can be concluded that letter card games can improve the ability to recognize letters of Kindergarten Pniel Manutapen Kindergarten. This can be proven by the increasing ability of children to recognize letters. Conditions in Cycle I the average percentage increase and the average percentage in Cycle 2 is able to increase. And an increase from Cycle 1 to Cycle 2.

Stimulation given to children to improve the ability to recognize letters is through letter card games. The steps of letter card game activities in this study are 1) Children are conditioned to sit in a circle on the carpet, 2) The teacher prepares 12-13 letter cards at each meeting, 3) The child takes a letter card, the child observes the letter card that is being held then the child mentions the letter symbol listed on the letter card, 4) The child turns over the letter card, the child observes the picture then the child mentions the picture listed on the letter card and also mentions the letters

#### **B. Suggestions**

Based on the conclusions above, the researcher provides the following suggestions:

1. For Parents It is nested for parents to often use letter card props and other media in recognizing letters from an early age so that children

can explore, add new experiences and insights to improve their ability to recognize letters.

2. For Teachers in Kindergarten Teachers can provide a program to develop the ability to recognize letters with the letter card game method. The letters on the card used need to be enlarged and the use of images needs to be made clearer.
3. For School Principals, schools need to add various sources of interesting activities for children and provide the facilities needed, for example by providing children's game collection books, so that existing learning methods can be more varied.
4. For future researchers for other researchers to research using letter cards with varying shapes and sizes in recognizing letters.