

CHAPTER IV

CONCLUSION

The facts show that language is one of the most important roles in all aspects of life. One important language, which was regarded as the international language, is English. As the international language English dominates the world. It is said that many people in the world speak English and use it as a means of communication. Indeed, because it is used in all international forums, such as in the United States Nations Organization (UNO) and other world summit talk. That is why English is very important to learn and to master.

Some theories said that the first thing before someone studying a second language is that they have to study vocabulary. Because vocabulary itself is one of the components of a language and it is considered as a sign or symbol for expressing ideas. So the existence of the vocabulary for a learner of a second language is quite important. In the writer's opinion why one has to study vocabulary for first time is because it is a means by he / she exchanges his/her thoughts. So the more vocabulary one masters, the more ideas he / she will have and finally he/ she can convey his / her ideas more effectively. By mastering more vocabulary, it may also give a guarantee that he / she will easier to listen, speak, read and write a second language. It can be concluded that the capability to master those four skills depends on the person's vocabulary acquisition.

This study takes samples from an elementary school, the role of the teacher is also important. The teacher here is asked to be more creative in helping the students to get the best grades. Besides, there are many creative teachers who

offer many ways to increase students' interest in learning English and one technique offered by the writer is card game. As it has already been explained that most children like to play a game. Game is one of the plays the children like best. It is one of the ways for children to learn, children can develop their language skills, and they can express their feeling as well.

This study was conducted to examine whether card-game has influenced toward children's English vocabulary builder and whether it motivates students to learn English vocabulary or not. From the tables described previously, it can be seen that the experimental group has higher post-test score than the controlled group. The students of the controlled group are able to increase their scores in the post test but not as high as achieved the ones done by the experimental group.

In this quantitative study, the writer used t-test to prove whether card game has influenced toward children's English vocabulary builder or not. The result of t-analysis shows that the t-value is beyond the acceptance region; therefore, the alternative hypothesis is accepted. So it indicates that card game has influenced toward children English vocabulary builder.

The result of the students' questionnaires shows that the third year students of SD. Luqman al-Hakim Surabaya like to use of card game when they learn the English vocabulary since card game can encourage and motivate them to learn the new subject. Card game can also help them remember and understand some English words easier because they can see the real objects directly.

Based on the results of the study, it is concluded that card game may give significant effect on the teaching and learning of vocabulary since it facilitates the

students to remember new words easily. In general, it is concluded that card game can be effective for the teaching and learning of vocabulary at the elementary school level. Furthermore, the present study has proved that the students who were taught by using card game have improved their development vocabulary. Thus, the card game, after being experimented, can be used as a device to motivate the students to learn English. Besides, card game can also promote students' vocabulary builder.

REFERENCES