**CHAPTER V**

**CONCLUSION AND SUGGESTION**

Based on the description of findings presented in the previous chapter, conclusion and suggestion are presented in this chapter.

1. **Conclusion**

Based on the research finding there is significant difference of the fifth grade students at SDN Kutoanyar 02 Tulungagung in vocabulary achievement before being taught by using little shop of treasures game and after being taught by using little shop of treasures game in teaching vocabulary. This conclusion is gotten from analyzing the result of statistical test by using t test showing that the significant level is less than 0.05% (0.00% < 0.05%). The implication of this conclusion that the little shop of treasures game is effective in teaching vocabulary mastery.

1. **Suggestion**

The researcher tries to give some suggestions as follow:

1. For the teacher.

Because of the effectiveness of using little shop of treasures game in teaching vocabulary mastery, the researcher recommended for teacher to use little shop of treasures game in teaching learning process, especially in vocabulary mastery.

1. For the students

The researcher recommended for the students to use little shop of treasures game when they are learning vocabulary. Because it was proved that by using little shop of treasures game, students’ vocabulary achievement can be improved. Furthermore, by using little shop of treasures game, students will relax with their atmosphere, their competitiveness, and their motivation that. Students have a chance to use their imagination and creativity with activities like games in the classroom so that they are motivated to learn.

1. For future researcher

Because this study is limited in the teaching vocabulary mastery in SDN Kutoanyar 02 Tulungagung, the researcher hopes for the future researcher to conduct the research in similar area, especially on using little shop of treasures game, but in other school.