

CHAPTER FIVE CONCLUSION AND SOLUTION

This chapter concludes the present study and offers some suggestions. The first section presents the conclusion that they are developed based on the research finding and discussion. The last section presents some suggestion for readers.

5.1 Conclusion

The use of crossword puzzle media in can be learning vocabulary was The use of crossword puzzles in vocabulary learning is a learning innovation that aims to research is to find out how the vocabulary learning process takes place and how students respond to learning using crossword puzzles. The data was obtained from classroom observation and questionnaire. The data analysis that used with the research is classifying data, coding data, transcribing data, interpreting data and concluding data.

In responding the first research question how the process of learning vocabulary using crossword puzzle media concluded that the process learning vocabulary at the first meeting on Pre-Activity, Main-activity, Post-Activity was going quite well at the beginning of the lesson the teacher was able to give a good impression with students being able to communicate and adapt quickly, in the core learning at first students were still confused about how to translate vocabulary and synchronize it with the empty boxes that had to be filled in but over time they began to understand how it worked. at the second meeting a little difference was made in the crossword puzzle learning process, namely by creating groups of several students to work on the crossword puzzle together and discuss it

with their respective groups. then at the closing of the lesson the teacher closed the lesson with a good impression and made the children look happy and enjoy the learning.

In responding the second question the students response in learning vocabulary using crossword puzzle media. The average of them answered that them more likely learning vocabulary using crossword puzzle media and feeling more understand learning english using game crossword puzzle media. They mostly answering feeling enjoy and more enthusiastic when learning using crossword puzzle media.

5.1 Suggestion

In this opportunity, the researcher would like to present some suggestion relates to The Use of Crossword Puzzle Media in Teaching Vocabulary Learning Process at The First Grade in The Second Semester at Junior High School In Tasikmalaya. The suggestion adderesed to the teachers, the students, and those who are interested in carrying out further studies are presented as follows.

From the teacher, the results of this study could be used as an additional media in the classroom, especially in learning vocabulary, as teaching English required different approaches and techniques. Moreover, they are recommended to be able to create an imaginative story that is inspirited by their interesting use of crossword puzzle media.

Furthermore, the students are recommended to enhance their motivation, confidence, and interest in learning vocabulary when the teacher implemented Game Crossword Puzzle as the media.

Finally, this study focuses on improving students' motivation in learning English vocabulary through crossword puzzle media. The researcher also recommends that researchers further investigate the effectiveness of using crossword puzzle media to improve students' interest in the teaching and learning process.