

## **CHAPTER V**

### **CONCLUSION AND SUGGESTION**

This study uses the Classroom Action Research (CAR) method in which to identify the problem on students' vocabulary mastery, it is initiated through the interview the teacher and through the observation in the seventh grade students of SMP Bina Taruna Surabaya. The data is derived among from the test, interview and observation, it could be summed up as: First, related to the test result of the score, there was Pre-activity is 47.13, Post-activity 1 is 72.00 and Post-activity 2 is 81.60 improvement of students' mean score from pretest to the posttest of the cycle. Second, the observation result showed that the students were more active and interested in learning activity in the classroom. Third, based on the interview result it could be known that the students' vocabulary has improved and also assisted the teacher in finding the appropriate strategy in teaching vocabulary.

#### **5.1 Conclusion**

Based on the research conducted in the seventh grade students of SMP Bina Taruna Surabaya, it can be concluded that the students can improve their vocabulary mastery by using cartoon movie.

The use of cartoon movie as teaching media can improve students' vocabulary mastery with notes that the teacher gave sufficient explanation and guidance to the students in the stages of vocabulary, the teacher should have effort to make the student keep silent, the teacher should make her voice louder and the teacher should be more empathic to the students.

#### **5.2 Suggestion**

In this part, the researcher would like to contribute some suggestions for the teacher. First, cartoon movie would be helpful to improve students' vocabulary mastery, so the teacher needs to maintain using watching technique in the next new academic year in teaching vocabulary. Second, in teaching vocabulary using cartoon movie the teacher have to make sure that after students

started to mention the list of things at home. Hence, the teacher needs to give clear instruction for what to do during the cartoon movie.

However, the use of cartoon movie in Classroom Action Research, the researcher found a drawback in this study. That is using cartoon movie to teach vocabulary needs a longer time. Hopefully, there will be any further research of how to complete this technique of the study.