

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter the researcher will present a discussion consisting of conclusions and suggestions.

#### 5.1 Conclusion

Flashcards in learning English vocabulary at MTS Hasyimiyah Kalisidi are applied in the form of learning activities such as, Learning with flashcards combined with games, and multimodals. This aims to complement learning with flashcards. This learning activity is combined with games such as memorizing the names of vocabulary in each group, matching vocabulary with pictures on flashcards, translating Indonesian vocabulary into English vocabulary. In learning English vocabulary, students also memorize and read repeatedly in order to increase their English vocabulary knowledge. Students are also given some practice questions about the material discussed together.

Students' perception in flashcard learning is shown by the results of questionnaires that have been given after the learning is done. The questionnaire results stated that students agree with learning using flashcards. Students agree that learning using flashcards is fun, easy, interesting, and increases their English vocabulary. This opinion is evidenced by the average questionnaire results of 73.5% of seventh grade students of MTS Hasyimiyah Kalisidi agreed that flashcards really helped them in learning English vocabulary. So, it can be concluded that the use of flashcards in learning English vocabulary can be used in learning for seventh grade students at MTs Hasyimiyah Kalisidi.

## 5.2 Suggestion

Based on the results of the research presented above, the researcher will give some suggestions. The researcher hopes that these suggestions can be useful especially for students, teachers, and future researchers. Here are some suggestions:

### 1. For Students

It is hoped that students will be more active in the learning process and more motivated in following the learning process from beginning to end.

### 2. For Teachers

Classroom teachers or English teachers are advised to have ideas or conduct learning in a more interesting way that does not only rely on one media. so that, learning is not boring and creates a more creative and innovative learning process.

### 3. For Schools

Researchers hope that the school can provide adequate facilities and normalize the use of learning media.

### 4. For further researchers

Other researchers can benefit from the results of the study. In this study there are still shortcomings such as the media used by researchers is less complete and the limited knowledge that researchers convey during learning. So, researchers hope that it can be further developed through further research with a different focus, research techniques, and a wider scope.