

CHAPTER 5

CONCLUSIONS

5.1 Conclusion

Based on the results of the research that has been conducted, it can be concluded that the use of flashcards learning media, especially 3D flashcards, provides a positive contribution to English learning for 3rd grade elementary school students. This media is able to attract students' attention, increase enthusiasm for learning, and help them understand and remember memories more easily. In the learning process, flashcards are used not only as visual aids, but also as triggers for interaction and educational games that encourage active student participation. Teachers use flashcards in various activities, such as introducing new words, repeating material, to question and answer activities. This shows that flashcards can be an effective medium to strengthen students' understanding of English, especially at an early age who are very visual and kinaesthetic. Thus, the use of flashcards media has been proven to support the English learning process in a more interesting, interactive, and meaningful way for 3rd grade elementary school students. The limitation of this study is considered related to short period of observation due to limited time provided and the learning activities were considered lack of variations.

5.2 Suggestions

Based on the research results and findings obtained in the field, especially that students prefer learning with a variety of games because it helps them understand vocabulary more easily, the following suggestions are proposed for further development in learning practices and future research.

1. For Further Researchers:

Further researchers are advised to expand the scope of the research time in order to see the development of students more comprehensively, especially in terms of vocabulary absorption in the long term. In addition, variations in flashcard-based game activities need to be explored further to find out the most effective form of activity in improving students' vocabulary understanding. Research can also be developed by involving different grade levels to see the differences in response and effectiveness of flashcard media according to the level of age and cognitive development of students.

2. For Teachers:

Teachers are advised not to only use flashcards conventionally, but to integrate them with various variations of educational games that students like. Based on research findings, students find it easier to understand the material when the learning process is packaged in a fun and interactive form. Therefore, teachers can develop activities such as guessing words, memory games, vocabulary relays, or other group games to increase student involvement in learning English vocabulary.

3. For Students:

Students are expected to be able to actively participate in various educational games that use flashcard media, because this activity has been proven to help them understand vocabulary better. By learning through fun activities, students not only memorize words but also understand their meaning in context. In addition, students can try to make their own flashcards at home for independent practice or group study with friends.