

## **Chapter Five**

### **Conclusion, Findings, Recommendations and Suggestions**

#### **5.0 Introduction:**

The principle findings of the study have been summarized and discussed followed by the recommendations and some suggestions for further studies.

#### **5.1 The Findings of the study:**

This study is about evaluation of using language games in teaching English vocabulary. The study has reached the following findings:

- The proposed program is efficient in improving vocabulary achievement.
- The proposed program is efficient and it improves the rate of success in the post test.
- The secondary school teachers have positive attitudes towards using games in teaching English vocabulary.
- The secondary school teachers have positive opinions about the efficiency of using games in teaching English vocabulary.
- The difficulties were not big ones, so they can be easily overcome. Therefore, the conclusion is that games have significant effect on improving students vocabulary achievement.

#### **5.2 Recommendations:-**

Based on the finding of the study, they researcher recommend the following:-

- Teachers could use games because it is one of the current methods in teaching vocabulary in the ELT world.
- Secondary school students curriculum could include some games to add fun "contrary to the common perception that *"all learning should be serious and solemn in nature"*. Because it is possible to learn language as well as enjoy oneself at the same time". (Lee Sukim 1995).
- Teachers' book (Guide) could include some kinds of games (To highlight teachers so as to be acquainted with the great value of games in teaching) with instructions of how to play them, materials needed, duration of the games, skills being practised... The qualified teacher is greatly needed in this aspect to deal with games. He can adapt these games to adjust them it to the students' need.
- Secondary school libraries could be equipped with sources of using games in teaching vocabulary.

### **5.3 Suggestions for further studies:-**

The study suggests the following:-

- A similar study can be conducted regarding the use of two groups .A traditional group which is taught vocabulary without using games (Control group) and experimental group which is taught by using vocabulary games, so as to make comparison between the two methods to see which one is effective.
- A similar study can be conducted for the fundamental sector.(because they are children), since they are taught English from the fifth year; for the reason that games are fun and children like to play them.

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