

## CHAPTER V

### CONCLUSION AND SUGGESTION

This section will explain about the conclusion of the discussion in chapter IV, and also some suggestion to word the students of MA MA'ARIF Udanawu Blitar, English teacher of MA MA'ARIF Udanawu Blitar, and other researcher. The Action research was conducted from January –February in academic year 2018-2019.

#### A. Conclusion

This Classroom Action Research was aimed at improving the students' speaking ability by using guessing word game as teaching media. Based on the data analysis in chapter IV, the conclusion was drawn as following:

- a. Guessing word game as a teaching technique can improve students' speaking ability showed by the score they get. Furthermore, from the students' response toward the teaching and learning activity during CAR. It can be concluded that the students like the media. It proven by their participation in the class conversations, discussions, perform in the front of the class, pronunciation, fluency and feeling confident about speaking.
- b. The students were more active and participated in the teaching-learning process of speaking. Therefore, action learning strategy can be alternative

strategy for teacher in teaching speaking which can improve and keep their speaking. In the first test (pre-test) the students who passed the KKM 75 were 2 students of 40 students (5%). In the second test (post-test 1) the students who got the score up 75 or passed KKM were 8 students of 40 students (20%). In the third test (post-test 2) the students passed KKM 75 were 33 students of 40 students (82.5%).

From the explanation above, researcher can conclude that guessing word game can improve students speaking ability. We can see from the result these improvements from the result of pre-test and post test. In pre-test there were 2 students or 5% got successful score, in post test 1 there were 8 students or 20% students get successful score, in this part there were improvements 15% , from 5% to be 20%. In post test 2 the students who got successful there were 33 students or 82,5%. From post test 1 to post test 2 there were improvement 62,5%, from 20% to be 82%.

In other side there were some disadvantages in applying this guessing word game. The advantages were the class situation was very crowded, this game are suitable applying in outdoor.

## **B. Suggestion**

In this part, the writer would like to give some suggestions to be considered by students as follows:

- a. To improve speaking ability the students have to more practice, by using guessing word game the students could practice the speaking ability and more active in practicing the speaking ability.
- b. The students have to pay attention with the explanation and the instruction, so the game will run well.
- c. The students have to pay attention with their friends. Finally, the writer realizes that this research still have some weakness and mistakes. Therefore, the writer would like to accept any constructive suggestion to make research better.

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# **APPENDIXES**