

CHAPTER V

CONCLUSION AND SUGGESTION

This is the final chapter of this research, which the researcher presents research conclusions and recommendations based on the research findings and the discussion presented in the previous chapter.

A. Conclusion

After looking at the results of data analysis in the previous chapter, it can be concluded that the use of guessing games can improve the speaking skills of students in class 9B at MTs Nurul Islam Kediri for the 2023/2024 academic year.

The success of using guessing games in student speaking class can be seen by achieving the success criteria in this research, namely the average score must reach 80 and the total percentage of students must reach 90%. The results of this research were concluded as follows:

1. The average student score on the pre-cycle test reached 70.3 with the percentage of students who got the minimum KKM completion score being 17%.
2. The average student score of the test in cycle 1 reached 76.82 with the percentage of students who got the minimum KKM completion score being 76%.
3. The average student score of the test in cycle 2 reached 83.20 with the percentage of students who got the minimum KKM completion score being 97%.

It can be seen from the data above that there was an increase in each cycle. In cycle 1, the students' scores had not reached the success criteria in this research, so researcher still needed to continue in cycle 2 and correct the deficiencies in cycle 1. The results in cycle 2 had reached the success criteria in this research.

B. Suggestion

The researcher would like to provide several suggestion regarding this research. Researcher hopes these suggestions are especially useful for English teachers, students, and other researchers.

1. For teachers

Teachers can use guessing games as a method of teaching speaking to improve students' speaking skills. Teachers can apply guessing games in class because these games can increase students' interest in speaking and make the teaching and learning process fun, students will feel more enjoy during the learning process. Teachers are also expected to apply other types of guessing game as mentioned in this research. As explained in this research, there are several types of guessing games that can be used to improve students' speaking skills.

2. For students

Students can use guessing games to learn speaking, this game was very interested for students. They can learn by guessing, so they have to speak with the various vocabulary they know. Students are also expected to be able to use this guessing game not only during the learning process, for example, students can play this guessing game outside of class. This also builds their confidence in speaking English.

3. For other researchers

This research used Classroom Action Research, and the results showed that guessing games can improve students' speaking skills. This research can be a reference for other researchers who can apply this guessing game in the teaching and learning process to improve students' speaking skills. It was hoped that other researchers who raise the same topic as this research can pay attention to the shortcomings in this research, specifically the shortcomings in cycle 1 in this research, other researchers can make better designs in the learning process.