

## CHAPTER V

### CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the conclusion and suggestion about the study. The researcher takes the conclusion and suggestion as follows:

#### A. Conclusion

The implementation of *snake ladder game* to improve the speaking skill of the second graders of SMP Budi Utomo Perak Jombang in academic year 2014/2015 can be concluded that *snake ladder game* can improve students' speaking ability. It can be proved from the following fact.

1. The implementation of *snake ladder game* at the second grade student's members at SMP Budi Utomo Perak Jombang can improve their speaking skill and also can increase their involvement in teaching and learning process.
2. The percentage of students' involvement from the observation in the end of cycle I is 72, 7% and it increases become 91, 7% in the end of cycle II.
3. There is a progress for the students' achievement in English speaking. It can be seen from the percentage of students' improvement. It begins from 65, 5% success in cycle I, into 82, 79% success in cycle II, or it was 82, 79% of the students get score >75.
4. Using *snake ladder game* to increase the speaking ability of the second grade of SMP Budi Utomo Perak Jombang is one of the best solutions that can be

used to solve the students' problems in learning English, especially in speaking learning.

5. There are some advantages of using *snake ladder game* to increase the speaking ability of the second grade of SMP Budi Utomo Perak Jombang such as; motivating and challenging, helping the students to understand about English, completing the language practice in speaking skill, and helping the students to speak bravely and easier to say their ideas.

## **B. Suggestion**

Based on the result of the study, the researcher proposes some suggestions concerning the research findings as follows:

1. For the teacher

The teacher should develop students' confidence to apply their English knowledge while improving their linguistic aspects like pronunciation, grammar, vocabulary, fluency and comprehension. Besides teaching using a general method, the teacher also can use a game such as *snake ladder game* to make the students feel comfortable and enjoy the class.

2. For the students

The students are supposed to increase their speaking ability outside of class hours by practice with their friends. The *snake ladder game* can be used as their media to practice speaking. The students can play this game and increase their speaking ability with their friends.

3. For the next researcher

The next researcher can use this project as a literature to guide them when they want to do the similar research. Although this study has been done, but because of the limited time it still has many weaknesses. Therefore, any researchers interested in the same field are suggested to do deep analysis and focus on academic self concept in order to give a big contribution in academic life.