

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher have presented the conclusion and suggestion based on the result of the previous chapter. The conclusion was taken from the data analysis and some suggestions given by the students, the English teacher, and the further researcher who were going to conduct similar research.

5.1 Conclusion

Based on the analysis of findings and discussion, the researcher concluded that: The implementation of teaching speaking using Jenga Games was run well. At the first time, the teacher gave some pictures of adjectives used in describing place. Next, the teacher asked to the students for describing pictures in pairs then they presented their description of the pictures in front of the class and she gave feedbacks. All of the students directly understood and corrected their mistakes.

Based on the students' performance on speaking. The students felt comfortable and confident when they were practicing speaking in front of the class with their friends. The students enjoyed their speaking for describing place and historical place based on their imagination. Teaching speaking using Jenga Games was encouraged the students to be active in teaching learning process. By speaking activities through Jenga Games, the students were able to practice their spoken in English well.

Based on the questionnaire there was 65% of the students who answered "YES". It means the teacher could make the students enthusiastic and enjoy to learn English, especially in speaking. The students were motivated to speak English by their own words. When they were practicing their speaking ability with their friend, they were decreased their fearful feeling to speak in front of the class.

It can be concluded that the research of Teaching Speaking Using Jenga Games To Students of Senior High School Al-Fattah Sidoarjo was affective to teach speaking. From the result observation, the researcher said that teaching speaking using Jenga Games could make them confident to speak without being worried about the vocabulary and structures mistakes.

Based on the student's performance on speaking, the researcher could say that the students enjoyed their speaking for describing place and historical place. Teaching speaking using Jenga Games also made the students feel confident and brave to speak English. Based on the students' responses, it could be said that the teaching speaking using Jenga Games in the class was enthusiastic and was fun.

5.2 Suggestion

Based on the result of the study, the researcher gives some suggestions for the students, the English teacher and the further researcher.

5.2.1. The Students

The students should practice their English with their friend continuously. Even though just a little conversation with simple sentence like greetings and introduce place, historical place or something. In the class, the students should pay more

attention to the teacher and focus on the teaching learning process. So, they can increase their knowledge about English and they can practice their speaking in speaking activities.

5.2.2. The English Teacher

The English teacher should make good atmosphere in the class in order to avoid boredom in the classroom. The teacher can give an ice breaking in the middle of teaching learning process of English learning. It makes the students speak English enthusiastically.

The English teacher should be use new teaching technique in preparing the lesson. The topic should be interesting for the students, so they can follow the English lesson. It makes the students enjoy the teaching learning process.

5.2.3. The Researcher

The researcher should find the other difficulties that faced by students. The researcher should also make another research to improve the students' ability. It means that the researcher studies not only in speaking skill but also in other skills, like writing, reading, and listening.

5.2.4. The Further Researcher

The researcher hopes this study can be used for the additional references in other research that will conduct the similar research.