

CHAPTER V

CONCLUSION AND SUGGESTIONS

This chapter presents conclusion and suggestion concerning with the result of the study. Based on the findings and discussion as presented in the previous chapter the researcher gets conclusion as follow.

A. Conclusion

1. The games applied in teaching speaking in MTs Darul Hikmah Tawang Sari Kedungwaru Tulungagung.

Learning and teaching using games in MTs Darul Hikmah Tawang Sari Kedungwaru Tulungagung The teachers use games to study for fun, so the use of games really needs to be used and when using games the students are usually more focused and more enthusiastic when learning. Using games is also more interesting because it can train the concentration of the students. The games are Guessing Games, and Role play games.

2. The implementation of teaching speaking by using games in MTs Darul Hikmah Tawang Sari Kedungwaru Tulungagung.

Based on the researcher findings it can be concluded that, in speaking class, the English teacher used games as the media. Games are a suitable and enjoyable way for teaching speaking. The student's ability can increase. In learning process, the English teacher using games every time before start to studying and it takes about 10-15 minutes to play the games. The first game is guessing games, and the teacher makes some groups for

the students. Before their teacher began playing the games, she gives some explanation about rule of games. By this game, each groups of students sends themselves to hint at the teacher words and tell with their friends in the guessing group by using the posture or explain the words received in the group. The second game is the role play game.

This is a game where the teacher will have the students speak in front of the class to their friends in the room. In which each person will have a different topic and this is one game that gives students more vocabulary. Because it is a game that does not specify a group, but it is a game that only need spoken in front of the class.

In this activity the teacher as the facilitator and controller. She always helped their students when they get some difficulties. And also the teacher control the situation in the class when the students playing games in the classroom.

3. The student's responses in teaching speaking by using games.

In the opinion of some students about learning to speak using games is very effective because it does not make learning become bored, they enjoy learning to use these games. however, they find difficulties in learning speaking using games that they are difficult to express, difficult to pronounce into English when they do not know the vocabulary so it is difficult to distinguish and interpret it, and on average they answer the difficulty is in its pronunciation.

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The conclusion related to master and improves English speaking students of MTs Darul Hikmah Tawangari Kedungaru Tulungagung, used games two kinds of speaking learning for students practice classes: Guessing game and Role play game.

B. Suggestions

Based on the result of the research findings the researcher would like to give some suggestion for the following people:

1. English teachers

In given information or explanation to the students, the English teacher should have clearly. Because, some students still have a little ability to understand what the teacher says. And the teacher should have gave a lot of attention for all students, and the teacher must be trying to do the best for them.

2. Further researchers

The researcher who wants to conduct similar research about speaking learning used games by the students of MTs Darul Hikmah Tawangari

Kedungwaru Tulungagung, the result of this study can be used as additional for conducting further research about speaking learning used games in different domains or skill