

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions from the findings and discussions. Basic of those findings, the suggestion then could be made. The conclusion is based on the results of the description of data presented in the previous chapter. The suggestions are given related to further implementation of talking Zip Zap Game to further research.

A. Conclusion

Based on the obtained data in the previous chapter, the present researcher comes to set of conclusion. Zip Zap Game was able to improve the students speaking skill. It was proved that in the second cycle the students speaking ability was higher than first cycle. In cycle 1, it showed the mean was 60.90% and (Pass: 8/36.36%), (Fail: 14/63.63%). Meanwhile, the result of cycle II gained the learning process was 81% and (Pass: 18/90%), (Fail: 2/10%). Moreover, implementing Zip Zap Game can motivate the students to be more active and contribute positive development in teaching and learning process. Practically, Zip Zap Game is effective used to solve the problem through the following steps:

1. Teacher prepares some short reading text and asks the students to make a group. Each group consists of 3 or 4 students
2. The teacher distributes the short reading text not a text for a group, but a text for a students. So, each students got the short reading text.

3. The teacher asks students to read loudly and understand the short reading because in the short reading there is vocabulary list.
4. The teacher asks students to write new vocabulary or difficult word in the table Zip Zap and asks students to play Zip Zap Game and speak English in theirself group and also asks students to write short text in theirself book.
5. The teacher gives the different short reading text to group, asks students to write short text in theirself book, prepares some question based on the text and each group gets one question and asks students to discuss the answer.
6. The teacher asks the group to see the picture and decides their partner on the left and the right with "Zip Game" word.
7. The teacher gives the picture for every students
8. The teacher asks students to write short text in theirself book about short text their partner and asks students to practice speaking in English with deliver text to their partner.
9. The teacher reviews the material, so that, the students more comprehend and gives the picture "star" so that the students more motivated to activate in speaking class.
10. The post-test uses picture and Zip Zap Ball and also students explain their partner text and his friends self. For the researcher, it was really helpful to increase the students understanding and it could interesting in speaking test. It can be shown from the results of post-test 1 which the

students could not achieve the minimum criteri due to lack of English understanding. Hence, the researcher tried to develop the Zip Zap Game by using combination with picture and game. It expected that the students could understand and complete the test briefly.

11. The teacher gives the picture “winner” to each students who finish speking test well.

For all of the steps above, the researcher can apply around 40 minutes for fourth meeting.

B. Suggestions

Zip Zap is one of games which make the students more focus in learning, they are encouraged to interact and communicate and this games is going to make the students feel fun to speak english. This game provides more opportunities for student to express their opinions and feelings. As a result, it could be know that the students felt comfort in the process of learning English, especially on improving speaking skill.

Based on the findings of the Zip Zap Game implementation, some suggestion are addressed to:

1. The teacher

It could give new reference of modified game for teacher when she/he is teaching English. The teacher can also implement the game to deliver the material.

2. The students

The students are hoped to be more active in learning English. They should follow the principle of game technique in learning speaking English.

3. The researcher

Another researcher can do an experimental research to investigate the effectiveness of Zip Zap Game.