CHAPTER V
CONCLUSION AND SUGGESTIONS

This chapter presents two points; conclusions and suggestions. The conclusion is based on the result of research findings and discussion that presented in the previous chapter. The suggestions are given related to further implementation of Guessing Game technique to further studies.

A. Conclusion

In this section, the researcher wanted to discuss the theories of the effectiveness of using Guessing Game technique toward the eight grade students' speaking skill at MTs Negeri Bandung. Based on the result of data analysis and discussion which are presented in the previous chapter, some conclusions could be drawn. From the result of T-score, it was found that the result of T-score is higher than T-table. It means that Guessing Game technique gave significant effective toward the students' speaking skill. In general, it could be stated that Guessing Game technique is effective toward the eight grade students' speaking skill at MTs Negeri Bandung. In Guessing Game technique, the students can practice to express their idea by giving clues about the certain words, increase their confidence to speak English, increase their enthusias and motivation to speak, and increase their vocabularies.

Based on the data obtained, the information gotten, the data analysis and the interpretation that described in the previous chapter, finally the researcher came to the conclusion for the effectiveness of using Guessing Game technique toward the eight grade students' speaking skill at MTs Negeri Bandung as follow:

1. The students' speaking skill before being taught by using Guessing Game technique is generally low. It can be seen from the score obtained by the students before being taught by using Guessing Game technique. Based on the result score in pretest from 42 students, there were 17 students include to poor category and 25 students include to average category. Besides, the mean score of the students before being taught by using Guessing Game technique was 15.38.

2. The students' speaking skill after being taught by using Guessing Game technique is better than before. It is shown from the score obtained by the students after being taught by using Guessing Game technique. Based on the result score in posttest from 42 students, there were 12 students include to average category, 27 students include to good category, and 3 students include to excellent category. Meanwhile, the mean score of the students after being taught by using Guessing Game technique was 21.52.

3. There are significant different score of the students' achievement in speaking skill before and after being taught by using Guessing Game technique. The result of total score after being taught by using Guessing Game technique is higher than before. It showed by the result of T-score

22.57 that is bigger than T-table that is 2.020. Therefore, the hyphotesis (Ha) is accepted and the null hypothesis (Ho) is rejected. In conclusion, Guessing Game technique is effective toward the eight grade studnts' speaking skill at MTs Negeri Bandung.

B. Suggestions

In this section, the researcher tries to give some suggestions that addressed to the teacher, the students, and the future researcher as follow:

a) Teacher

In order to succeed in teaching English, Guessing Game technique should be better to use for teaching learning English especially in speaking. The teacher should be creative in reflecting this technique with giving interesting topic and use it in teaching speaking. So, the students are always interested and enthusiastic in learning English.

b) Students

By using Guessing Game technique, the students can practice speaking more enjoyable. The students can express their idea and increase their confidence to speak English. They can also improve their speaking skill by practicing speaking regularly each other.

c) Future Researcher

This research has not been perfect yet, so that the researcher suggested the future researcher to conduct further research on the similar area or use it

as a refference to conduct the further research related to Guessing Game

technique in different area of teaching.

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