

## CHAPTER V

### CONCLUSION AND SUGGESTION

Based on the description of finding presented in the previous chapter, conclusion and suggestion are present in this chapter.

#### A. CONCLUSION

After all data were analyzed on the research result, the research result, the researcher can draw the conclusion as follows:

1. **The students' score before they were taught by using snake and ladder game got the lowest value.**It can be seen from the mean of total score of the students is only (63.50)
2. **The students' score after they were taught by using snake and ladder game got the highest value. It was shown from the mean score of the students' achievement in speaking is (76.83) it was good.**
3. **There is any significant difference score of the eleventh grade students at MAN 1 Tulungagung in speaking achievement before and after they are taught by using snake and ladder game.**Based on the finding from the discussion in the previous chapter, it can be seen that the significant of two tails was 0.00 and the level of significant was 0.05. Thus, the significant level is  $<$  the standard level of significant ( $0.00 < 0.05$ ). Because of the significant level is  $<$  the standard level of significant

(0.05). From the result of data analysis, it means that snake and ladder game was the real effectiveness to improve **speaking** achievement. The conclusion is the Null Hypothesis (Ho) is rejected and the Alternative Hypothesis is accepted.

## **A. SUGGESTION**

### **1. For The Teacher**

**The English teacher, especially in speaking class to apply snake and ladder game. The teacher must make teaching and learning process become more interesting, fun, and enjoyable. So, the students will not get bored and they are easy to express in study speaking. Snake and ladder is one of the ways to develop the students' speaking achievement.**

### **2. For The Student**

The students can use snake and ladder game not only to practice speaking in the classroom, but also they can easily use this strategy to try their speaking skill with others. As long as, they can know their progress in speaking. In other hands, they will be accustomed before to speak with others, they are think the possible vocabulary , the content of speaking and the points or clues to get the food speaking.

### **3. For Other Researcher**

The snake and ladder game teaching strategy is not the only one strategy to improve students' speaking achievement. There are other strategies which can use to improve students' speaking achievement and the result of this research can be a reference for other researcher who wants to conduct a research about teaching speaking achievement.