

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents the conclusions from the findings and discussions. On the basis of those findings, the suggestion then could be made.

A. Conclusions

The study employed the Classroom Action Research (CAR) design. Classroom Action Research is a research aiming at developing innovative instructional strategy to solve practical problems in teaching learning process through some following steps such planning, implementing, observing, and reflecting.

It is common case that in EFL classes the students face some problems. It also occurs at MAN Kunir. They have a practical problem related to speaking English. To solve the problem, the researcher offered an innovative instructional strategy. The applied innovative instructional strategy is Scavenger Hunt Game. Scavenger Hunt Game is an interactive strategy in which students make dialog conversations with fellow friends to fulfill a scavenger list. The students are intended to be more active in speaking to fulfill quickly the scavenger list. The quickest student will be the winner of the game.

Practically, Scavenger Hunt Game is effective used to solve the problems through the following steps:

1. Teacher prepares a scavenger list, peer assessment sheet, and speaking rubric.
2. Teacher introduces how to greet and open a dialog conversation to the students.
3. Teacher asks for the students to practice by making a dialog conversation with a partner about asking what he/she did in last holyday, what his/her unforgettable experiences are, and whether he/she has ever done a certain activity.
4. Teacher observes and helps the student who has difficulty in speaking.
5. Teacher asks the students about their problems and difficulties in making a dialog conversation then discuss them with the students.
6. Teacher distributes peer assessment sheets then explains how to assess their partner using the peer assessment. And the students assess their own partner.
7. Teacher tells the students that they will play a Scavenger Hunt Game and how it runs.
8. Teacher asks for the students to get out of the classroom and make a circle.
9. Teacher chooses the students for a partner, distributes a scavenger list. Then the students start the game in a circle.
10. A student who has finished the conversation gets in the middle of circle and wait for another peer to finish, then chose a new partner to make a new dialog conversation to fulfill the scavenger list. The game will finish when the time is over or one student has fulfilled the scavenger list.
11. Teacher asks for the students to get in the class.
12. Teacher asks the students about their problems and difficulties in making a dialog conversation then discuss them with the students.
13. Teacher tells the students that they will have a speaking test.

14. Teacher distributes a rubric for each student.
15. Teacher explains how to assess their friend's dialog conversation using the rubric.
16. Teacher calls a peer of students to practice a dialog conversation about asking what he/she did in last holyday, what his/her unforgettable experiences are, and whether he/she has ever done a certain activity.
17. Teacher assesses their ability in speaking dialog conversation using rubric.
18. Teacher gives suggestions and motivations.

For all of the steps above, the researcher can apply around 90 minutes for three meetings.

B. Suggestions

Scavenger Hunt Game is an interactive-learning instructional strategy that promotes students' speaking motivation then students' speaking skill in form of a dialog conversation. This strategy offers much time for students to practice a dialog conversation. As a result, it could be known that the students felt confident in speaking in front of class in the process of learning English.

Based on the findings of the Scavenger Hunt Game implementation, some suggestions are addressed to:

1. The teacher.

It could give new reference of innovative instructional strategy for the teacher when she/he is teaching speaking.

2. The students.

The students are hoped to be more active in speaking English. It should be better for the students to do more practice in their daily life. Hence, it absolves them to tell or convey their ideas to their friends orally.

3. The next researcher.

It is really expected to the next researcher that Scavenger Hunt Game is an innovative instructional strategy to facilitate the students' speaking practice. The next researcher could apply the strategy in the class and make it as a funny teaching and learning process. Moreover, the next research does not only increase the students' speaking skill but also in other forms.

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