

CHAPTER V

CONCLUSION AND SUGGESTION

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

A. Conclusion

Based on research problem and hypothesis is proposed and also the result of data analysis and hypothesis testing, some conclusions are drawn as follows:

Before the students being taught by using snake and ladder board game from 38 students, there were two students got score 30 as lowest score and three students got score 75 as the highest score. The mean score of the students before being taught by using snake and ladder board game was 55.66, and the total score of students before being taught by using snake and ladder board game was 2115.

After the students being taught by using snake and ladder board game from 38 students, there were a student got score 60 as lowest score and four students got score 95 as the highest score. The mean score of the students after being taught by using snake and ladder board game was 78.82, and the total score of students after being taught by using snake and ladder board game was 2995.

From the statistical computation using paired sample t-test on SPSS 16.0, the researcher got the score of t_{count} was 25.375 and the score of t_{table} with df 37 for

standard significant 5% was 2.026. So, t_{count} is higher than t_{table} ($25.375 > 2.026$). If $t_{\text{count}} > t_{\text{table}}$, the null hypothesis (H_0) was rejected and the alternative hypothesis (H_a) was accepted. While the score of sig. was 0.000, it means that the level of significance was less than 0.05 ($0.000 < 0.05$), so the null hypothesis was rejected and alternative hypothesis was accepted (H_a). It means that there was significant difference in speaking scores of the students before they are taught by using snake and ladder board game and after they are taught by using snake and ladder board game.

In conclusion, the result of this research indicated that there was significant different score before and after taught by using snake and ladder board game in teaching speaking. So, teaching recount speaking ability by using snake and ladder board game was effective to improve the students' recount speaking ability.

B. Suggestion

Hopefully if the researcher wants to conduct the next research that still related to the effectiveness of using snake and ladder board game can be better than this research. The future researcher can develop other skill and the scope of subject as the sample can be larger than the sample in this research. In this research, the researcher uses one class that consists of 38 students as the sample. In addition, the future researcher can find out the latest theory to make the research strong. So, the research can show the different result and more perfect than previous research.