

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter discusses about the conclusion and suggestion on the basis of research finding and discussion presented in the previous chapter.

#### A. Conclusion

After all data were analyzed, based on the result of classroom observation and writing test using Chain Story Game as the strategy that had been done in 2 cycles, the researcher concluded that the use of Chain Story Game in teaching and learning writing recount text could improve the students' ability in writing recount text. The researcher found that after implementing the strategy, the students' score in writing test improved. It could be seen from the result of the students' score in writing test of preliminary study before applying the strategy to cycle 1 and cycle 2 after applying the strategy.

In preliminary study showed that there were only 24% of 37 students (9 students) could pass in the test. Meanwhile, in cycle 1, there were 54% of 37 students (20 students) who passed the minimum score in this research. Based on the questionnaire, it was known that only 54% of the students who enjoyed in teaching and learning process of writing recount text using Chain Story Game. It did not achieve yet the criteria of success that stated 75% of students got score  $\geq 75$  in writing test and enjoyed in teaching and learning process. It meant that the researcher should conduct the cycle 2. In cycle 2, the researcher found that the students' score improved. The students who

passed the writing test were 31 of 37 students or 84%. From the questionnaire, there were 93% of the students enjoyed in teaching and learning process of writing recount text using Chain Story Game. It meant that the criteria of success were achieved in cycle 2.

The activities that were done by the researcher to solve the students' problem in writing recount text by using Chain Story Game were:

1. The researcher gave explanation more about recount text
2. The researcher asked the students to conduct Chain Story Game in some groups
3. The researcher gave some WH questions chronologically that appropriate with generic structure of a recount text and asked the students to answer on a paper
4. The researcher asked the students to arrange their answers into a recount text
5. The researcher helped the students when they got difficulties
6. The researcher asked the students to share their recount text in front of class
7. The researcher gave comments and corrected the text.

The steps that were conducted in teaching writing recount text using Chain Story Game are:

1. The teacher tells to the students that they are going to write a story
2. The teacher divides the students into some groups that consist of 5-6 students in each group and asks the students to sit in circle with their each group

3. The teacher gives a blank of paper for each student
4. The teacher mentions the topic that is going to be discussed is about holiday
5. The teacher asks the students some WH questions and the students answers the questions on the blank paper. The teacher asks the first question “When did you spend your holiday?” that must be answered by each student.
6. After the students already answered the first question, the teacher gives the second question “Where did you spend your holiday?” and the students answer the question
7. The teacher practices the similar step until the entire questions are given. The next questions are “Why did you spend your holiday there?”, “Who was your friend to spend your holiday?”, “How long did you spend your holiday?”, “What did happen in your holiday?”, “What did happen then?”, “How was your holiday?”
8. After all the questions are given and already answered by the students, the teacher asks the students to arrange their answers into a text of recount which consist of orientation, events, and re-orientation
9. The teacher asks some students to read their stories in front of the class.

So, according to procedure above, it could be concluded that Chain Story Game can be used to improve the students’ ability in writing recount text. It meant that the research problem stated in the background of the study had been answered.

## **B. Suggestion**

In this stage, the researcher would like to give some suggestion in a purpose of enriching writing ability.

### **1. For the English Teachers**

It is suggested to the teacher to use Chain Story Game in several times for teaching and practicing writing recount text, considering that Chain Story Game was effective and simple to apply. However, the teacher is hoped to use the other strategy in teaching and learning process of English in order to avoid students bored.

### **2. For the Future Researcher**

The result of this research can be used as valuable source to conduct further research for the next researcher. The future researcher is hoped can find and or develop the other strategy in teaching English is better and easily.