

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter presents two points; the conclusion and suggestion. The conclusion is based on the result of the research findings presented the previous chapter. The suggestions are given related to further implementation of using Board Game to further studeis.

A. Conclusion

The research conclusion presented according with the data which have been analyzed in the previous chapter. This research was to measure the effectiveness of using Board Game towards students' speaking ability of second grade at MA AL-MA'ARIF Tulungagung. The researcher used quasi experimental design. So the researcher used two group that are experimental and control group. Through the analysis of the research findings gained from experimental and control group, it was concluded that the Board game is effective in teaching speaking.

The findings revealed that experimental group of the students' score were significantly better than control group. The students' speaking score who were taught by using Board game have mean score 60.84. while the students' score who were taught without Board Game have mean score 40.00. So the researcher can be concluded that Board game is a good method to teaching speaking skill.

In conclusion, the Board game is affective to be applied in teaching speaking. It can develop grammar, vocabulary, comprehension, fluency, and pronunciation. It can be concluded that the students' speaking score in experimental group that were given by the treatment through Board game were enhanced effectively than the control group.

B. Suggestion

Based on the conclusion above, the researcher would like to offer suggestions as bellow:

1. For English teacher, it is suggested that English teacher, especially in Senior High School to apply Board Game in teaching speaking. In addition, teacher must take teaching and learning process become more interesting, fun, and enjoyable. So the students will not get bored and sleepy. Besides that, the students more interesting, enjoyable, and confidence to perform in teaching speaking.
2. For the students, by using Board game, the students can elevate their score in speaking. The students are suggested to follow up the speaking in their study. The students would be active in classroom because this method helps the students to be more active in learning English. It is hoped that the students can increase their speaking score.