CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the data analysis, it was found that the students' score in experimental group was higher than the students' in control group. The total score and the mean score in experimental group showed that there was a significant improvement of the students' score between the pre-test and post-test score.

Since the value of $t_{observed}$ was 2.613 with df (58) at the level significance $(0,05) = 2.004$, the alternative hypothesis (Ha) is accepted. So, from the calculation of he data, it can be concluded that Wholesome Scattering Game significantly affected students' achievement in writing descriptive text.

B. Suggestion

The result of this study showed that the use of the Wholesome Scattering Game could improve the students' achievement in writing descriptive text. So, the researcher point out some suggestion as following:

1. Wholesome Scattering Game can be used as one of strategy in teaching learning process. It is suggested for the teacher to apply Wholesome Scattering Game in writing descriptive text because it provides an

opportunity for the students to develop their ideas before they start to write.

2. It is suggested to the teacher to keep applying Wholesome Scattering Game in writing descriptive text because this strategy is appropriate for students' need to improve their ability in writing descriptive text.

3. Other researcher could develop the related studies in different strategy and different skill on genre.