CHAPTER V

CONCLUSION AND SUGGESTIONS

This chapter discusses about conclusion and suggestion of the research. Findings and discussion are presented in the previous chapter.

A. The Conclusion

After analyzing the data that were taken from questionnaire and interview, the researcher conclude that the seventh grade students at MTs Islamiyah Sei Kamah II have some problems in learning speaking descriptive text. The problems faced by the students are lack of motivation and knowledge about descriptive text. The teaching-learning process seemed to be monotonous because the teaching-learning process is too focus on the book. There is no interesting media that can be used beside book in the class. Thus, the students did not understand about the material given by the teacher. Moreover, speaking is the ability which is involving the mental factors such motivation and their readiness. Therefore, it will be difficult for them to speak if there is no something that can motivate them to speak. In this case, the students really need an appropriate media that can motivate them to learn especially about speaking descriptive text. The solution for them is developing the interesting speaking media. Developing *Guess Me Board Game* as a media in learning speaking descriptive text followed the R & D phases by Borg and Gall (2007) which is simplified into, (1) Gathering Data and Information; (2) Need Analysis; (3) Design Media; (4) Validate by experts; (5) Revision; (6) Final Product.

The average percentage of validating the media to the experts is 93.7% which is categorized as relevant media. It means that *Guess Me Board Game* is valid and appropriate to be used as a media in teaching speaking descriptive text for the seventh grade students at MTs Islamiyah Sei Kamah II.

B. The Suggestions

Based on the result of this study the researcher offers some suggestions for the consideration the future. English teachers should always motivate students to speak English due to the fact that many students are reluctant to speak since they are afraid of making mistakes. They need to master the materials well and find some interesting media that will support the teaching-learning process. However, *Guess Me Board Game* is an interesting media to teach speaking so that the English teacher can use it as one of media in teaching speaking to make students more motivated to speak English especially speaking descriptive text.