CHAPTER V

CONCLUSION AND RECOMENDATION

5.1. Conclusions

Based on the results of research and discussion that has been described above, so, the conclusions are:

1. The implementation of Bingo models was done in four cycle consist of planning, action, observation and reflection phase. The core activity on this model was develop students' critical thinking by finding the key concpt. By enrichment of method and Bingo games modify in each cycle, can improve students' learning activities and outcomes on Mollusc topic.

2. The implementation of *Bingo model*s can improve students' learning activities at class X-3 SMA Negeri 1 Tebing Tinggi academic year 2011/2012 on Mollusc topic with activities category active and very active classically by percentage 88, 22% in the fourth cycle.

3. The implementation of *Bingo model*s can improve students' learning outcomes at class X-3 SMA Negeri 1 Tebing Tinggi academic year 2011/2012 on Mollusc topic with the classical completeness 88, 24%.

5.2. Recomendations

Recomendations that can be given after carrying out this research are:

1. To overcome the perceived lack of time allocation in implementing *Bingo model*s, the teacher should set specific learning parts that can be done outside of class time.

2. To make students be more active in learning by *Bingo model*s, the procedure of this models can be modify a little, in order to make students more involved on learning process by doing their own observation for better understanding rather than note knowledge.

3. Further research about the implementation of *Bingo model*s on different biological materials, researcher/prospective teachers should understand the aspects and indicators contained on *Bingo model*s, and limiting those aspects.