

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

This study conducted by action research design. In action research, the most important things is a real action to solve the problem teaching learning process and prove the action from the data collected which could show an improvement of students' achievement. This study concerned about the students' speaking achievement trough guessing games. This research was conducted for second year of Junior High School. Firstly, the students were afraid, ashamed and not active or not confidence to speak up. By implementing this research in two cycles, day by day for six meetings, students got the improvement. In first meeting they did not have confidence to say their words like "..... i...i...I have a...pet.....my pet....." just some sentences and had mistaken for grammar. But in last meeting they could build the sentences orally and fluently like "My friends I want to tell you about pet. I have a pet. My pet is cat. I call her "Pussy". She has beautiful fur. Its color is brown. I love her very much.

After analyzing the data, the writer found that the students' speaking skill was improved from the first cycle to the second cycle. It can be seen from the diary notes, the observation sheet, questioners, interview and tests that showed the improvement. The students were more interested and motivated in speaking English. During the two cycles done, the researcher could see the participation of

the students to speak up in the classroom was increased. Most of the students did not feel afraid anymore to speak up but felt happy to speak up during the research.

The improvement was also supported by the increasing of the mean of the students' scores. The mean score of the pre test was 48.93; the mean of the first cycle was 54.93, and the mean of the post test 64.83. It means that cycle I test is higher than pre test and cycle II test is higher than cycle I test. Therefore, it can be concluded that guessing games technique can improve students' speaking achievement in class VIII-II Yayasan SMP Swasta HKBP Sidorame.

B. Suggestion

The result of the study showed that the implementing of guessing games technique could improve the students' achievement in speaking. These are following suggestions are offered:

- 1) For students in Junior High School, Guessing Games makes them learning English to be relax and interesting especially speaking skill. It can train the students to speak up more bravery and active.
- 2) For the further action research especially students in State University of Medan, process of speaking is not an easy option for students. Guessing games can help students to get ideas to speak up more. It may explore and understanding the further research about how to improve their research about the relevant topic.

- 3) For the readers, this research may make you have good understanding how to improve Junior High School students' speaking achievement through guessing games.



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