

CHAPTER V CONCLUSIONS AND SUGGESTION

A. Conclusions

After analyzing the data, it was found that the students' speaking achievement by applying Picture Story Games increased from the orientation test until cycle II test. It is shown from the improvement of the mean of students' score. The mean of students' score in orientation test was 45.49. The mean of students' score in Cycle I test was 61.86 and the mean of students' score in Cycle II was 75.49.

Furthermore, it was also proved through the observation sheet, interview and diary notes which indicate there was an improvement in learning result by applying Picture story games in the teaching – learning process from Orientation to Cycles I and II. Therefore, it can be concluded that Picture Story Games can improve students' speaking achievement.

B. Suggestion

The result of the study shows that the use of Picture story games technique improves the

students' achievement in speaking. These following suggestion are offered :

1. To English teacher, it is better to apply Picture story games in teaching speaking because it can improve the students' achievement because this media is provides picture, gestures, facial expression that give more

2. understanding about what was happening about the picture so that the students can expand the ideas easily.
3. To the students, it is suggested to apply relevant topic to conduct further research by applying Picture story games and the students should have more confidence in exploring their ability and idea in speaking.
4. For all readers, may this research will bring you into good understanding how to improve students' speaking achievement by applying Picture story games . Picture Story Games allow students to work cooperatively, compete with each others, learn from mistakes, work in a less stressfull and more productive environment and allows students have fun.