

CHAPTER V CONCLUSION AND SUGGESTION

A. Conclusion

Based on the data analysis, it can be concluded that teaching by applying Guessing and Speculating Game with Pictures affects on the students' achievement in speaking. It can be seen from the data which had obtained in the post-test of experimental group were: the total score was **2013** and the mean score was **80,52**, while the data in control group were: the total score was **1541** and the mean score was **61,64**. Thus, the students' score in experimental group was higher than the students' score in control group. The calculation of the data in the testing hypothesis showed that t-observed (**5.16**) was higher than t-table (**1.484**), it means that the alternative hypothesis (**H_a**) is acceptable.

The result implies that teaching speaking to students by using "Guessing and Speculating Game with Pictures" can improve the students' speaking proficiency than without using "Guessing and Speculating Game with Pictures". In addition teaching speaking by using "Guessing and Speculating Game with Pictures" encourages, motivates, and gives the more opportunity to the students to speak freely.

B. Suggestion

Since using "Guessing and Speculating Game with Pictures" had a significant result to improve students' speaking proficiency, it is suggested for the teachers to use this technique for students of junior high school in English

speaking class. Because “Guessing and Speculating Game with Pictures” can make the students enjoy their English class. And it also makes students proficient in speaking. In teaching English, especially in speaking class, English teacher are suggested to do the following:

1. The English teacher should apply Guessing and Speculating Game with Pictures in improving students speaking achievement so that they could be helped in expressing their ideas.
2. The English teacher should be more careful in choosing a suitable technique in teaching speaking process make the students to practice in English.

To English learners are suggested to do the following:

3. To English learners to be considerably more active and creative in improving and exploring their ability in speaking by the application of Guessing and Speculating Game with Pictures.