

CHAPTER V

CONCLUSION AND SUGGESTIONS

A. Conclusion

This study is an attempt to discover the effect of using *magic square* game on 10th grader students speaking achievement. It is found that the use of *magic square* game improve students' speaking achievement. This is seen from the calculation of T-Test. Therefore, the students taught by using *magic square* game have higher ability in expressing their ideas orally, than that taught without using *magic square* game as the media. At the last meetings, students showed their best to speak out to describe the topic given. Students looked more confident than the first meetings. So, the hypotheses formulated as "there is a significant improvement on students' speaking achievement after using *magic square* game" is accepted.

B. Suggestions

This study has showed that the use of *magic square* game could improve students' speaking achievement. The following suggestions are offered: (1) the English teacher are suggested to use *magic square* game as media in teaching English, because it will reduce the tension in studying. Interesting objects, topics and sufficient time will help to stimulate students' interest (2) The students also could use *magic square* game in learning process because practicing English in group regularly will help to improve students' learning capacity

(3) Other researchers who are intended to carry out further research related to *magic square* game as media in teaching, because this thesis focuses on game as the media in teaching English speaking

