BAB V

CONCLUSION AND SUGGESTION

A. Conclusion

- 1. Need analysis from the questionnaire and interview showed that the students of SMK Negeri 2 Medan particularly in electrical engineering major needed an appropriate English reading material which could support their expertise program and motivate them in learning activity. The students enjoyed if playing game make them more interesting in doing the task. The English reading materials were developed in order to find the appropriate materials based on students' needs and help the students to increase their vocabulary and knowledge about electricity.
- 2. The data analyses were gathered from target needs and learning needs.
 - a. Target Needs

More than half of the students (96.3%) stated that studying English was to get equipped qualification in English applying job. There were 96.3% students stated that reading was important. There were 85.1% of students who faced difficulties to translate the vocabulary in the text.

b. Learning Needs

There were 44.4% students want the type activity in learning vocabulary is completing the sentence with using puzzle games. Students want to do the task in a small group (59.3%), individually (18.5%), and in pairs (22.2%).

There were 55.6% of students hoped their colleagues participate in a classroom discussion and share their opinion with all classmates and the teacher. At the same time there are 59.3% of students hoped that teacher will give the examples first about how to do the tasks then ask students to do the task.

B. Suggestion

1. a. Teacher

Considering the appropriate material for students' needs in teaching and learning process should be done first. The learning process can be success if the reading materials were useful for their expertise. Teacher should find the way to attract students' interest in the classroom. The related topic to the students, especially for electrical engineering students should be developed by the teacher.

b. Students

If the existing reading material did not appropriate with electrical engineering program, the students can find it from the internet and other sources.

2. Other Developer

Conducting the students' need is the most important thing in developing materials. The product of the research should fulfill students' needs and interest.