## **CHAPTER V**

# **CONCLUSIONS AND SUGGESTIONS**

#### **A.** Conclusions

There are three points to be concluded based on the objectives of the study. Those are the target needs, the learning needs and the characteristics of the appropriate materials for teaching reading to Grade VIII students of Junior High School.

#### **1. Target Needs**

Based on the results of the needs analysis, the target needs of the students are as follows. First, the main goal of the students to learn English was to be able to communicate in English fluently. Second, to support reading activity, the students wanted to have activities of rearranging and completing sentences to make a good text. Besides, they wanted to be able to comprehend texts that related to their daily life by answering questions based on the texts. However, most of them still found difficulties in vocabulary, grammar and in how texts are constructed.

## 2. Learning Needs

In terms of learning needs, the involvement of technology nowadays like computers is needed to support the teaching and learning activities. Regarding the data obtained from the questionnaires, the students admitted that they found it interesting and motivating to learn English involving pictures/illustrations and audios. The use of computers is considered as an effective way to involve those features

# 3. Appropriate Interactive Reading Materials for Grade VIII Students of Junior High School

The three units of reading materials focus on descriptive texts. Each unit. The three units of reading materials focus on descriptive texts. Each unit main parts: *Get Ready, Let's Read, and Let's Review.* In *Get Ready,* the students are provided with conversation about the topic being discussed. *Let's Read* is the main section. It provides several tasks to do by the discussed. *Let's Read* is the main section. It provides several tasks to do by the students. The students are also given a chance to comprehend the lesson. There is a summary part at the end of the unit entitled *Let's Review.* The materials are implemented in interactive multimedia. The interactive multimedia involves sounds, illustrations, pictures and an interesting display and activities to attract and motivates students in learning reading. However, the availability of those elements does not.

### **B.** Suggestions

The final product of this research is interactive multimedia for teaching reading to Grade VIII students of SMP Muhammadiyah 1 Medan. The result of this research is expected to be beneficial for the following parties.

1. To English teachers

To present the reading materials, the teacher should consider the target needs and the learning needs of the students. Based on the results of the needs analysis, the students want to have interesting and enjoyable activities that promote their motivation in learning reading. Therefore, the teachers should be able to provide interesting media in the teaching-learning process. In addition, they might also use the product of this study as an interactive media to teach reading.

2. For Grade VIII Students

The product of this study was developed in an interesting way to enhance students' motivation in learning English, particularly reading. Therefore, the students are expected to understand how to use this interactive multimedia. Further, the students should use this interactive multimedia optimally by exploring any sounds, images, illustrations, etc. in the media and discovering fun activities.

3. To other developers

In developing the interactive multimedia technically, there were some errors found such as those that occurred in the matching activities. Regarding the limitation of time, those errors still remain. Hopefully, the future researchers can fix the errors occurred and or pay more attention to the technical issues of the media. Further, the interactive multimedia can only be used in PC or Laptop. Hopefully, the future researchers can implement similar media in mobile device such as in Android or iOS. The last, this product only covers reading skill. The future researchers may develop interactive multimedia on other skills.