

## **CHAPTER V**

### **CONCLUSION AND RECOMMENDATION**

This chapter presents conclusion and recommendation. The conclusion was the results of this research which were discussed in the previous chapter and the recommendation is related to the development reading material using CALL for fifth grade of elementary school at SD Muhammadiyah 2 Gresik.

#### **5.1 Conclusion**

The researcher concluded that in developing reading material, there were three most three important thing that should be known.

In need analysis, the researcher concluded that the content of material was totally different between textbook and text screen as result in chapter four. The students liked learning reading material interactively than reading by textbook. In need analysis was proved that in reading material in textbook difficult to be understood. So, adding more pictures, pictures following by sound, and also easy vocabulary to understand could increase student motivate to learn English. In learning need, the researcher concludes that the students like learning material by text screen. As statements above, the researcher concluded that the students' activity did not only depend on reading as usual. But, the students' activity depended on instruction of reading material using CALL. By operating computers, it meant students have operated by clicking, typing, and matching as students operating computer as usual. As result of design instruction which

displayed by table, it indicated that in strategy of CALL development were explaining, question and answer, and also interactive.

As result of expert validation, The researcher concluded the result of expert validation from the scores that was given by the experts. the result of expert validation score were : attractiveness 4, concept 3, mechanics 2, content 2, and originality 3. And from the expert 2 in attractiveness 3, concept 3, mechanics 2, content 3, originality 3. The researcher concluded that the product was suitable to be implemented for fifth grade students of Elementary schools.

Then, the researcher tried out the product to students of the fifth grade of SD Muhammadiyah 2 Gresik. The result showed that all students get excited and interesting with the products, In terms of appearance, content and uniqueness. The students also did not get stuck in operating the product. In addition the researcher had asked to the students one by one about this product. Most of them were happy and interesting when tried this media. That would be new thing for them in Learning English. In revision, the researcher still had to revise the product more so this product could be used the fifth grade of SD Muhammadiyah 2 Gresik.

## **5.2 Recommendation**

In introducing reading material using CALL, the teacher prefers to make picture in every material on the product and invite the students to run it together. The problem is material is not contextual in learning situation based on previous meeting.

From the result above the researcher give a recommendation to the teacher, students and the next researcher that this product can be applied especially for the fifth grade student of junior high school.

First, for the teacher, this product can help to make students more comprehend and motivate and new media for teaching reading. Besides, this product can be their literature in teaching with interactive competent as their teaching method for the fifth grade students of elementary school. And this product perhaps can make students motivated in learning listening, and grow reading skill. Second, for the students, it can be fun media whereas hopefully they will not bored and improve their motivation in learning English.

Third, for the next researcher, this product is limit in CALL. So the researcher suggests to the next researchers to make materials in media which has more complete features and also more interesting and design game with CALL. This material product is only focuses on reading skills, but it could be required in some other skills. So, for the next researcher perhaps should make an integrate material with complete skill.