# CHAPTER V

# CONCLUSION AND SUGGESTION

In this chapter, the writer presents the conclusion of research finding in relation to the same discussion in previous chapter. Beside, this chapter also provides suggestions for the teacher, students and the next researcher which are expected bring some benefits.

## 5.1 Conclusion

Based on the research finding, the researcher concluded as follows:

This study tried to investigate the effects of interactive guessing game technique towards the eight grade students of MTs. Bustanul Ulum Tanggungprigel on fluency speaking skill. One group pre-test and post-test design was used and the result showed that the students in interactive guessing game technique had positively ($p<0.05$). In the other words, using interactive guessing game technique proved to be better, more efficient and effective for teaching speaking to the eight grade of MTs. Bustanul Ulum Tanggungprigel.

It is proven by the result of mean experimental group in post test was 81.8800 while control group was 80.2400. It showed that the mean was gained by the experimental group was higher than the control group. It was indicated that the treatment was working. Besides, to see the significance of the mean difference, independent sample t-test was conducted to find out the comparison of two means between experimental and control group. The result showed that the value of

Sig.(2-tailed) was 0.028, it means that the significance value was less than 5% or (0.028<0.05). So, the null hypothesis can be rejected. It can be concluded that there was significant effect of using interactive guessing game technique at eighth grade of MTs. Bustanul Ulum Tanggungprigel. Finally, this finding research could answer that there was significant effect of using interactive guessing game technique on students' speaking skill at eight grade students of MTs. Bustanul Ulum Tanggungprigel. Besides, using interactive guessing game technique can improved the students' speaking skill especially for fluency aspect. So, for improving students' speaking skill score especially in fluency aspect it is recommended to use interactive guessing game because this game gives students more change to practice and gives more opportunities to make turn is speaking when the students try to guess something.

**5.2 Suggestion**

From the conclusion above, the researcher provides some suggestions to improve students' speaking skill by using interactive guessing game technique on the eighth grade at MTs. Bustanul Ulum Tanggungprigel. Whereas, the success in teaching does not depend on the lesson program only, but the most important thing is how the teacher can presents the lesson and use various techniques to manage the class more lively and enjoyable. There are some suggestions that provide for English teacher, students and also the next researchers who want to implement interactive guessing game technique. The suggestions are follows:

### 5.2.1 Suggestion for English Teacher

The researcher suggests for the English teacher can apply interactive guessing game technique by using other kind of guessing game and other practice activities to avoid monotonous activities in teaching and learning process and to make the students confidence in studying in the class. The teacher should provide interesting materials and also provide another media in order to create teaching learning speaking more enjoyable. Then, the teacher should guide their students to be active in learning speaking in order to they are interested and motivated to join in speaking class and they did not feel shy when the teacher ask them to speak up. The teacher also should always motivate the students to speak English due to the fact that many students are reluctant to speak English because they afraid of making mistakes.

### 5.2.2 Suggestion for Students

The students can practice their speaking skill by using interactive guessing game technique. In learning speaking by using that technique, the students should have enough knowledge about the materials. So, they also should be active and confident when they practice speaking. On the other hand, the students should be engaged in the whole activities in order to improve their speaking skill. The students are hoped not to be shy in acting out their role. Furthermore, the students are hoped to be active and creative in enriching their vocabularies and to make them easier to speak up. Then, the students are hoped to use English when they

speak with their friends or the teacher in the school although it is hard for them but it is good to train the students' speaking ability.

### 5.2.3 Suggestion for Future Researcher

The researcher suggests for further researchers to conduct interactive guessing game technique because it is good to use it in teaching and learning process. They can implement interactive guessing game technique in another specific of speaking skill or other skills. They are also able to provide media that can be enjoyed and interest for the students to make them easy to practice their speaking ability. On the other hand, the researcher suggest to use interactive guessing game because this game gives students more change to practice and gives more opportunities to make turn is speaking when the students try to guess something. So that, the students' speaking skill can improved especially in fluency aspects.