CHAPTER V

CONCLUSION AND RECOMMENDATION

This chapter presents conclusion and recommendation. The conclusion was the results of this research which are discussed in the previous chapter and the recommendationis related to the development of task based instruction material for tenth grade students at SMA SEMEN GRESIK.

5.1 Conclusion

Based on the interview from teacher and students, the researcher found out the target and learners need to appear the competence and also designed syllabus that suitable with students so that researcher could develop task based Instruction. One of media in developing material used Autorun program, it was the reason why the researcher tried to develop the material used that program. The result of task based instruction was in the form of CD-ROM. The researcher has already passed steps in developing the materials, they were need analysis, development, expert validation, try out, revision, and final product.

In need analysis result showed, this program consisted of three stages;
1) Pre-Task Activities, the students would be introduced with the video about narrative text in generic structure. 2) Task Stage, the students were invited to try out their ability in understand of vocabularies. 3) Post Task Activities, the teacher asked to the students do the task given related to the text that learnt by students before.

5.2 Recommendation

In introducing task based instruction, the teacher prefers to let video going by it self. Thus some students are still confuse without deep explanation.

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 tenth grade student of senior high school.

First, for the teacher, this product can help to provide better technique and new media for teaching reading. This product perhaps can make students motivated in learning listening, reading and grow their speaking 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 Autorun. 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 macromedia flash player. This material product is only focuses on reading skill, so for the next researcher perhaps should make an integrate material with complete skill in general English.