

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter the writer would like to presents the conclusion and suggestion of the study. The conclusion is done based on the result of the data analysis on chapter IV that is line with the problem statement. The suggestion is done based on the conclusion, which is gained from the result of the analysis and discussion. The conclusion and suggestion in detail are presented below:

5.1 Conclusions

The results of the data analysis bring the writer to the following conclusions as the results of this study. The conclusions are stated below.

1. The use of games in teaching Simple Present Tense is effective to the eighth grade students of SMP Negeri 2 Larantuka in the school year 2014/2015.
2. The effectiveness of this game is indicated by the improvement of students' average score from Cycle 1 to Cycle 2. In the cycle 1, students' average score is 6.03 and in the cycle 2 the average score improves to 7.08.
3. They key for the effectiveness of miming and dice games is by providing the students with sufficient examples so they can practice correctly during the playing time.

5.2 Suggestions

The writer also offers some suggestions for the following people. They are stated below.

1. For English Teacher

- Teacher should play dice and miming games to drill grammar rules because it is more fun and enjoyable.
- In using this game, the game can be collaborated with other teaching media such as videos and picture to enhance the result of teaching learning process.

2. For other researcher

For other researcher who is interested on this teaching grammar, please conduct a study to know the effectiveness of this game on the other subject area.

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