

## CHAPTER V

### CONCLUSIONS AND SUGGESTIONS

#### 5.1 Conclusions

This research was Quasi experimental study composed two variables. They were independent variable that was Guessing Game through Map and dependent variable was students' speaking skill. The aim of this research was to examine the effectiveness of the use guessing game through map to improve students speaking skill at tenth grade of MA Al-Faizin Bangsri Jepara in academic year 2020/2021. The conclusions were based the previus chapter about the data analysis :

1. The students who are in experimental class taught by guessing game through map and the students who are in control class taught by communicative learning. The result of pre-test in experimental class was 64,15 while in control class was 67,38. So, it could be concluded that based on the result of pre-test the experimental class got lower score than control class. Otherwise, the result of post test class the experimental class got higher score than control class. The post-tes score of experiment class was 79,85 while control clas was 72,15.
2. There was significant effect of using Guessing Game through Map to improve students' speaking skill at the eight grade of MA Al-Faizin Bangsri Jepara, it could be seen from the result of Independent sample t-test, it showed the result of significance was 3,750, based on the result, sig 3,750 > 2,000 (significance level of 5%), it means that the alternative hypothesis ( $H_a$ ) is accepted and the null hypothesis ( $H_0$ ) is rejected. So, it could be described that the use of

Guessing Game through Map was effective to improve students' speaking skill at tenth grade of MA Al-Faizin Bangri Jepara.

In conclusion, the teaching by using guessing game at tenth grade is effective. It can improve students' speaking skill, because the students stimulate easily to guess the word by descriptive text. It can develop confidence, vocabulary, grammar, pronunciation and comprehension. Besides that, the students have some vocabulary when describe the map. The students also can know generic structure and language feature of descriptive text.

## 5.2 Suggestions

Based on the conclusion above the researcher would like to give some suggestion as follow:

1. Guessing Game is a simple and interesting technique to teach speaking. So English teacher should use it as one of technique in teaching speaking to make students more motivated to speak English.
2. English teacher should always motivate students to speak English, because it can attract students' interest and motivation in learning process actually in the fact that there are many students are not confident to speak English when they afraid of making mistake.
3. Other researchers who will conduct similar research should have better preparation before conducting the research and try to find another the advantages of guessing game.