

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

After conducting the research and calculating the data which were taken from students' oral pre-test and oral post-test, the result showed that teaching speaking through "*Find Someone Who*" game can increase students' speaking skill at class VII-8 of Seventh Grade Students Junior High School at SMP Negeri 1 Kelapa Dua Tangerang. The writer can conclude that:

1. In general, the real condition of students' speaking skill at class VII-8 of seventh grade students Junior High School at SMP Negeri 1 Kelapa Dua Tangerang, before the students given treatment "*Find Someone Who*" Game was low. it can be seen from the score students' pre-test that the lowest score of pre-test was 33 and the highest score of pre-test was 71. The result of post-test in experimental class the lowest score was 33 and the highest score was 80. There was significant difference of students' speaking skill, the score of post-test was higher than score pre-test. The students' mean score from pre-test was 47,68 whereas their mean score in post-test was 59,56. Based on the data, it was proven that the students' score of speaking taught by using *Find Someone Who* Game was increase.
2. Based on the result of calculation process the writer gained that the value of  $t_0$  is 6,16 and the degree of freedom (df/dk) is 24. The result of ttable according  $t_0$  5% significant

level= 2,06 and 1% significant level = 2,80 The result indicated that  $t_0 > t_{table}$  (t-observation is higher than ttable) or  $6,16 > 2,80 > 2,06$  or  $2,06 < 2,80 < 6,16$  thus it means that  $H_0$  (*null hypothesis*) was rejected and  $H_a$  (*alternative hypothesis*) was accepted. The result showed that  $H_a$  (*alternative hypothesis*) is accepted and it proved that teaching speaking through “*Find Someone Who*” game is effective to increase students’ speaking skill. This result has answered the formulation of the problem that using Find Someone Who game in teaching speaking is effective, especially when it applied at SMPN 1 Kelapa Dua Tangerang.

## **B. Suggestion**

The writer would like to give some useful suggestion for the reader which is interested in adapting the use of “*Find Someone Who*” (FSW) game as teaching technique or conducting further research about this study. The writer’s suggestions will be elaborated below:

1. Teachers have to make sure that their students capable to use the target language for asking and answering the questions orally based on the selected topic.
2. Teachers can help their students to communicate by writing some useful clues (incomplete sentences) for asking question or for answering the question in order to avoid communication break-down.
3. The most important point, teachers should move around the class in order to control the flow of activity, help the

students overcome their difficulties and make sure that their students communicate using the target language instead of using their native language.

4. The students should practice to speak their english more often in order to improve their speaking skills. Students' active interactive in learning process is demanded by better learning result to make students get much information during the learners process.
5. Students seemed enjoying the activity and felt excited for doing the task and for circling around the class to seek for information from their friends.
6. Students felt more comfortable and unburden while communicating in the target language.
7. "*Find Someone Who*" game should not be done too long in order to avoid students' boredom. This kind of game is better conducted in limited time in order to increase the effectiveness of communication process.