CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

- 1) The findings of this study indicated that teaching Pronunciation through Spelling Bee Game can help students in improving their pronunciation building. The majority of students achieved better score after the treatment was provided. The result from the post-test and pre-test indicated a very good improvement regarding students' pronunciation, which reflects the use fullness of Spelling Bee Game in teaching certain pronunciation theme and its vocabulary.
- 2) Furthermore, based on the analysis, it was found that most of students expressed the possitive responses toward the use of Spelling Bee Game in teaching vocabulary. The majority of students agreed that the game helped them in remembering and memorizing the vocabulary easily and accurately, stimulated their interest and motivation in the subject and contributed to improve their learning.
- 3) It was proved by the t₀ was value 2,329 was higher than t_t was value 1,68, it meant that (H_a) was accepted explaining that Spelling Bee game was effective to improve the students pronunciation of MTsN 1 kota Serang and the null hypothesis (H₀) was rejected.

B. Suggestions

Based on the conclusion above, the researcher presents some suggestions as follows:

- The teacher should be use method in teaching learning process in order to make students were more interested in learn the lesson.
- 2. To improve students' knowledge of the English pronunciation. They do not have to just study seriously with more exercise but make the situation as enjoy.
- 3. The teacher should be able to choose a good method. For instance the teacher may use Speliing bee game to make their students enjoy the class and to solve students' boaring in the classroom. Because this method involved the participation of the students in learning and teaching process.

By this method the students can encourage their motivation in learning with a fun learning sources, the students can improve their English, especially in teaching pronunciation.