

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the results of the research about "The Effectiveness of Teaching Speaking Using Hyponymy Game" the researcher can conclude that:

1. Based on the findings in the research, the speaking ability of tenth grade students at Madrasah Aliyah (MA) Roudhotul Hikmah Cikande before the researchers gave treatment was low. This can be seen through the pre-test in the experimental class with the highest student score being 53 and the lowest score being 29. Based on the post-test results for experimental class students, it shows that the largest change in score was 74 and the smallest score was 32. Meanwhile, the pre-test results for the class control with the highest score being 39 and the smallest being 27. Then based on the post-test results the student's highest score was 52 and the smallest was 31.
2. Based on the t-test results, the average post-test score in the experimental group was greater than the average post-test score in the control group with a total of $49.04 > 39.78$. This shows that the Hyponymy Game used in the experimental group is effective in helping speaking problems at the Madrasah Aliya (MA) Roudhotul Hikmah school.

B. Suggestion

Based on the results of research in the field, researchers suggest the following:

1. For the students

The researcher saw several obstacles that the students had, so the researcher suggested to the students to:

- a) Take and make the best use of time to study.
- b) Have simple conversations using English with colleagues to get used to hearing and saying words in English.
- c) Respect and pay more attention to the teacher when explaining.

2. For the teachers

Based on the research results, it is recommended to teachers:

- a) Determine the appropriate learning model for students
- b) Applying the Hyponymy Game in English lessons, especially to explain text as an alternative in learning so that it can increase students' interest in learning.

3. For other researchers

Based on the research results, it can be recommended to other researchers who want to conduct research using the same variables:

- a) Really understand how to implement the Hyponymy Game in speaking learning to get maximum results and get the results as expected.
- b) Can help students as a whole to be more interested in playing the Hyponymy Game.

Hopefully this research can be continued by other researchers

with broader research and what is researched can provide benefits for teaching staff in general and researchers in particular.