

## **CHAPTER V**

### **CONCLUSION AND SUGGESTIONS**

#### **5.1 Conclusion**

Knowing the fact that children have curiosity, Harmer (1983:7) expresses his opinion that more than anything else, children are curious and this is it self motivating. Consequently, children need activities which are exciting and arising their curiosity i.e. they need to be involved in something active. From this reason, the researcher thinks playing games is one of activities which can excite and arise children's curiosity. So playing games has been very helpful to the teaching learning activities.

From this study, the researcher conclude that Describe picture is helpful for the students in their learning process. The teacher is also important factor in successful language teaching.

Through games the students can have fun while they are learning. Based on researcher's experience, he noticed that the students are enthusiastic in having the games.

#### **5.2 Suggestions**

For the improvement of the teaching of English, the researcher would like to give suggestion as follows:

1. It is essential that English teachers make use of games to bring more varieties in his teaching and to facilitate students' learning.

2. Games is very useful not only in making students happy in studying but also make students feel easier to understand the lesson so the teachers should use it in their teaching.
3. The teacher must be patient and focus in their teaching process.
4. The teacher must be preparing before inviting students to follow their games or their teaching.