

CHAPTER V

CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the conclusion and suggestion after analyzing the data in previous chapter.

5.1 Conclusion

Based on the findings that the researcher got from observation, it can be concluded what are the using of jeopardy game as media in teaching reading narrative text in eight grade in MTs Al-Hikmah Sidorejo Mojokerto. The study which done in two meetings. From using of jeopardy game to teaching reading narrative text could make the students become more interesting, active and creative. The game could increase the students' interaction and could help the students to think creatively. In this technique emphasizes on how the students can participate well and learn from each other because the game play in the group. Based on the students' task, it was showed dominantly that the elements of vocabulary, reading comprehension and grammar in students' reading performance became better. In this case, was not become well about the reading comprehension but the speaking performance also, because after they choose the question they must answered with speaking.

Based on the percentage of the students response, it can be concluded that the students actually like learning English as foreign language and when teacher uses game or different activity that interested to do because it can make them easily understand about the study. So, when the teacher is implementing jeopardy

game as the supporting activity in the class it makes the students interested to do and it can add their knowledge.

5.2 Suggestions

In teaching of reading class, it takes a teacher who uses a variety of techniques where the goal is to motivate students to be more active in learning, more interested, enthusiastic and receptive to lesson delivered by teachers well. It is suggested to the English teachers to use jeopardy game to encourage the students to become more active in the teaching-learning process. Besides, the implementation the games should be done regularly.

The teacher can apply the game in the form of group or individual. It is recommended to the further researchers to conduct a similar study but in different subjects and conditions or skill to get various results and advantages of this game.