CHAPTER V CONCLUSION AND SUGGESTION

A. Conclusion

The research conclusion is presented based on the explanation and data analysis that has been discussed in the previous chapter. From all the data about the attempt of Kim's Memory Game to improve students' speaking skill as transactional purpose, it can be inferred as follow :

1. The implementation of Kim's Memory Game has been applied in every cycle. Typically, it is carried out in elaboration phase, in which they are in small group are asked to memorize pictures that appropriate to the topic. Then, they are challenge to mention some expressions that commonly used in transactional event. It can be seen more detail in the lesson plan. This research shows that implementing Kim's Memory Game can improve students' speaking skill.

2. The improvement of students' speaking skill as transactional purpose is proven by the progress of students' score from the preliminary research, cycle 1, and cycle II test. The result of preliminary test is obtained the mean score 10,87 and the percentage is 33%. On the first cycle, the mean score increases up to 12, 71 and its percentage is 64% or 18 students who can achieve the minimum standard score. The average score is better and get improvement than previous section, but the score still unsatisfactory. Then, in the second, the average of students' score

increased becomes 14, 12 with the percentage reaches 77% or 24 students can reach the minimum standard score.

It means that the score of students' oral test is good and getting improvement significantly in every cycle, especially in the second cycle. From the whole result, it can be concluded that by using the game is useful in teaching speaking. The improvement also influenced the percentage students' participation in cycle 1 and cycle 2 during teaching learning process of speaking by reaching good category.

Using Kim'sMemory Game in teaching speaking is interesting for the students. Besides, the students can be fun, enjoy, and motivated in learning speaking English, they feel motivated to speak in target language because the game provide several pictures which give challenging activity to memorize objects. In addition, the memorizing activity is involved to the material so it makes them feel enjoy in learning speaking.

B. Suggestion

Based on the result of the classroom action research, the research is useful for English teachers to improve their students' speaking skill. Eventhough, there are many method, technique or game used by teachers in teaching learning process, but the use of Kim's Memory Game be the one alternative strategy in teaching speaking. After finishing the classroom action research, the researcher considers some useful suggestions for the teachers, the students, and the next researchers about what game which is appropriate to improve students' achievement in speaking skill. The suggestions are as follow:

- 1. For the teachers
 - a. Teachers should have the ability to maketeaching speaking more creative by applying some variations method or game in order to make the teaching runs actively, creatively, innovatively and effectively.
 - b. Teachers are suggested to have an alternative game in order to make students feel enjoy and not boredin teaching learning process that able to improve students result of speaking test and their participation.
 - c. Teachers are expected to motivate the students in speaking especially in transactional event, it will make them like to speak. Besides, the teacher also should give an interest game related to real object. Hopefully, it make them more active to speak in target language.
- 2. For the students
 - a. The Students should be more spirit in learning speaking, because it is very important especially in globalization era which demands good English proficiency.
 - b. The students should try and learn harder to solve problem they faced. In this case, the students' difficulties are about, bravery, confident, grammar and fluency. The problem can be solved by practicing as many as possible to speak in target language either in the class or outside.

- c. The Students should learn to improve their speaking skill in the class like improving their vocabulary of thing or person and learning more about speaking
- d. The students should learn more about speaking in order they can communicate each other using English correctly. It will be better for them to more practice in speaking related to real life in order they can express their ideas, opinion and imagination.
- e. The students should always bring a dictionary in learning speaking for helping them enrich and get the meaning of difficult vocabulary without always asking the teacher and their friend.
- 3. For the next researcher

The writer hopes that the next researchers can prepare everything as good as possible in conducting the research and can do the follow up of this research. On the other hand, it is expected that the next researcher can implement the game in teaching learning process by using better way.

Finally, this research can be finished as one of the requirement for gaining the bachelor of English education. This paper is far from being perfect, because of that; the constructive critics and advices are really expected for the perfection of the thesis. Hopefully, this thesis will bring new view for us. Amin.