CHAPTER V
CONCLUSIONS AND SUGGESTIONS

This chapter discussed about research conclusions and some suggestions in teaching passive voice by using busy picture game.

A. Conclusions

After this research completed, it could be concluded as below:

1. The implementation of busy picture game to improve students’ understanding on passive voice are:
   a. The improvement of learning tool
      The researcher used busy picture game in every cycle to make students interested in learning passive voice.
   b. Motivate the passive students to be more active during the lesson
      By interesting activities, students became more active in understanding material, asking questions, and expressing their mind during the lesson.
   c. Motivate students to cooperate in group
      It also motivates students to discuss in group when they are assigned to understand passive voice
   d. Students engagement in learning passive voice
      This related to students effort to understand grammar especially passive voice
2. According to the data from the result of tests and observation which had done and analyzed in the previous chapter it showed that implementing busy picture game to improve students’ understanding on passive voice could be a solution for the students. The students’ achievement on understanding passive voice improved significantly. It can be seen from teacher’s activities in teaching, students’ interaction, and students’ achievement in each cycle. Based on observation checklist in pre cycle, the average of teacher’s activities was 46.7%. In cycle 1, the average of teacher’s activities was 66.7%. In cycle 2, the average of teacher’s activities was 86.7%. Based on students’ interaction in pre cycle, the average of students’ interaction was 32%. In cycle 1, the average of students’ interaction was 52%. In cycle 2, the average of students’ interaction was 80%. Based on students’ achievement in pre cycle, the average of students’ achievement was 5,13. In cycle I, the average of students’ achievement was 6,27. In cycle II, the average of students’ achievement was 8,09. The result of this research showed that using busy picture game could improve students’ understanding on passive voice effectively.

B. Suggestions

Based on the conclusions above, here are some suggestions to the teachers, students, and next researchers:
1. For the Teachers

Grammar is known as difficult subject for students. So, the teacher should make a variety in teaching and learning using media, game, or technique to solve the students’ boredom. Busy picture game could be a reference as a good game to teach passive voice.

2. For the students

The students had difficulties in teaching learning grammar. Therefore, the students had to develop their knowledge by studying grammar using interesting game like busy picture. The researcher believed that students could improve their ability for understanding passive voice since they keep study hard.

C. Closing

Thus, the thesis was made, the researcher is sure that this thesis is far from perfectness, because of that, constructive critic and advises are really expected. Finally, the researcher hopefully this thesis use for all us. Amen.