CHAPTER V
CONCLUSION AND SUGGESTIONS

A. Conclusion

The conclusions of this research are drawn in accordance with the result of the data analysis in the previous chapter. The conclusions are:

1. The average score for the experimental class (the students who were taught by using Mime Game) was 57.667 for the pre test and 74.667 for the post test.

2. The average score for the control class (the students who were not taught by using Mime Game) was 57.167 for the pre test and 67.833 for the post test.

3. Mime Game is effective to improve students' understanding on Present Continuous Tense at seventh grade of SMP Islam Walisongo Penawangan Grobogan in the academic year of 2009/2010. It is proved from the average of experimental class is higher than control class (74.667 > 67.833). On the other hand, the test of hypothesis using t-test formula shows the value of the t-test is higher than the value of the t-table. The value of t-test is 2.686, while the value of t-table on α = 5% is 2.390 (2.686 > 2.390). The hypothesis is accepted.

B. Suggestion

Teaching English language to the students who study new language for the first time, the teacher must create enjoyable, fun, and interesting situation as possible as the teacher can. The enjoyment ought to be the foremost aims which hopefully will have good effects on the education. Because what they dislike, they drop as soon as possible. In other word, the teacher should make the teaching learning process enjoyable, because the students love to play and learn best when they enjoy themselves.

This research has found out that teaching English grammar especially on Present Continuous Tense using Mime Game to improve students' understanding is effective. The writer hopes the school institution can support the teacher to create enjoyable, fun and interesting situation in learning such as using game in teaching grammar.