CHAPTER V

CONCLUSION

A. Conclusion

Based on the research that was carried out in MAN Gubug Grobogan in academic year of 2015/2016, the researcher might draw conclusion.

This that Teams research showed Games Tournaments (TGT) is effective to teach students' reading comprehension on narrative text. It can be looked from students' score in doing test. the experimental group's achievement reached 80,45 as the average of their post test score whereas the average of the pretest score was 71,4. The control group's achievement reached 65,07 as the average of their post test score whereas the average of their pre test score was 70,9. The result indicates that the post test score of experimental group was higher than control group. It means that using TGT strategy is more effective to teach students' reading comprehension on narrative text than non TGT one.

The use of TGT strategy gives positive effect to the students and motivates the students in learning English, especially on narrative text. Because it can be fun, competitive, and develop teamworking and responsibility in their groups. So, it can make students' achievements by

using TGT strategy to teach students' reading comprehension on narrative text is better than without using TGT .

B. Suggestions

Some suggestions for the teaching and learning English are proposed as follows:

1. To English Teacher

- a. The English teacher should be selective in choosing teaching media or method to help his/her job in explaining the material.
- b. Teacher also should not remain passive and give up all efforts to make improvements both in his/her performance in class and the understanding of the students of material.
- c. The teacher should give motivation to motivate the students in teaching learning process.

2. To the Students

- a. The students can enrich their experince and knowledge in learning English through TGT.
- b. The students may enrich their leaning experience by going English club or students English forum to improve their English competence.