

## CHAPTER V

### CONCLUSION

#### A. Conclusion

Based on the research that was carried out in MTs Darul Ulum Purwogondo Kalinyamatan Jepara in academic year of 2009/2010 about the effectiveness of card game to teach Simple Present Tense at the first grade, the writer may draw conclusions:

1. Teaching simple present tense using card game is more effective and can be an alternative media to arise the student's understanding on Simple Present Tense. The student's achievement on grammar understanding especially Simple Present Tense who were taught by using card game reached 74,13.
2. The students achievement on grammar understanding especially Simple Present Tense who are taught without using card game or using conventional method (lecturing) reached the average score 67,16.
3. Then based on the T-test with significance level of 5 %, it was obtained that the difference average of both groups  $t_{count} = 2,29$  and  $t_{table} = 1,99$ . Because  $t_{count}$  is higher than  $t_{table}$  ( $2,29 > 1,99$ ), so, there is significant difference between achievement score of student's who are taught by using card game and who are taught without using card game is difference. However, in this case, the hypothesis of the research is accepted. It means that the use of card game is effective and necessary needed in teaching Simple Present Tense.

The main findings of the study were that the experimental and control group had equivalent condition at the beginning before the experiment and the both groups were treated. It means that both of group samples had same or equal in competence level or proficiency grade level. Then after the experiment or treatment was given, the experimental and control group were different. It means that experimental group had different condition with control group. The score of experimental group were higher than control

group. Therefore, card game gave positive effect in improving the students' achievement.

Teaching using card game (domino activity) is one of the alternative media that can be used to teach Simple Present Tense. During the teaching process, the student's were given a set of card and instructed to match it one another correctly and appropriately, whereas the teaching learning without using card game is teaching by using conventional method that is lecturing method. Card game has some positive influences for the students in improving the understanding on Simple Present Tense. Because through card game (domino activity), the students have opportunities to learn grammar indirectly. Moreover, it can be beneficial to sharpen the student's grammar understanding on Simple present Tense. In addition, they are more relaxed and enjoyed in learning Simple Present Tense.

## **B. Closing**

In English language teaching and learning at Junior High School, the teacher must create enjoyable, fun and interesting situation as possible as the teacher ability. In other word, the teacher should make learning enjoyable because students like play a game and learn well when they are enjoying themselves.

This research has found that the teaching of Simple Present Tense using card game can motivate students to improve their ability in Simple Present Tense.

The writer hopes the school institution can support teachers to create enjoyable, fun and interesting situation in learning such as using card game in teaching grammar especially simple present tense. So, this research can increase students' knowledge especially in English skills.

Finally, the writer realizes that this paper is far from being perfect. Because of that, constructive critics and advice are really expected for the perfection of the thesis. Hopefully, this thesis will be useful for all of us. Amin.