

Chapter 5: Conclusion and Suggestion

Conclusion

Based on the data analysis of research finding and discussion, the researcher would like to make some conclusion of this research as follow:

Words in table game can be used in teaching parts of speech through descriptive text. This method was increase in teaching parts of speech.

The result of research can be seen at the students score pre-test and post-test. The students' score in post test was was 45,45% while the students' score in pre-test was 31,81%. Based on the result, teaching parts of speech by using words in table game effected students about 4,54%. On the other words, this method is give an effect.

Finally, the hypothesis of this research is about *Words in table* game can increase students' knowledge part of speech with the result of $t_{count} > t_{table}$ or $8,48 > 2,074$.

The hypothesis is accepted if $t_{count} > t_{table}$ it means that the hypothesis of this research is accepted with the result of $t_{count} > t_{table}$ or $8,48 > 2,074$.

Suggestion

Based on the conclusion above, the researcher has suggestion as follow:

In teaching process, English teacher is the main factor, therefore teachers are called as facilitator from students. It means that the teacher should be creative in choosing method of teaching in teaching process to enable the students receiving the material, so the students are interested to follow the English class. Therefore,

the researcher suggests the English teacher to use words in table game to teach parts of speech through descriptive text as one of the method to stimulate the students be active in classroom. Because of this method the students will not get bored when they read the material; they are being more focus and also more active because they accept another activities besides reading the material.

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