

CHAPTER 5

CONCLUSION AND SUGGESTION

After conducting CAR by using *fly swatter* game at first grade of SMK Analis Kesehatan DITKESAD and getting back to the background, it can be concluded that *fly swatter* game can improve the students' tenses mastery and can help them to comprehend and apply in daily conversation. It can be proved from the following facts.

First, related to the students' achievement, there are some improvements. Even though, who passes the Minimum Mastery Criterion- Kriteria Ketuntasan Minimal (KKM) is not all of the students, there is still improvement from the preliminary study to the end of the treatment. The improvement of the students' mean score from pre-test to the post-test of the second cycle is 95.4%. In the pre-test, there is none of the students who passes the KKM. In the post-test of cycle one there is none of the students who passes the KKM. Next, in the result of post-test in the cycle 2, there gains 21 students or 72.4% students who passes the Minimum Mastery Criterion-Kriteria Ketuntasan Minimal (KKM) in which there mean score of tenses derives 72.74. So, it achieves the criteria success.

Second, the questionnaire result shows that the implementation of this technique gets positive responses from the students in the teaching-learning process of vocabulary.

Third, the data from diary notes show that the students are more active and participated in the teaching-learning process, it could be seen from the improvements of the students' score in teaching-learning process for each meeting.

The last, the result of interview with the English teacher shows that the teacher gives positive responses after the implementation of *fly swatter* game in teaching tenses. It could be an alternative technique to be used in teaching tenses material.

Based on the formulation of the research problem, the researcher gets that:

1) ***Fly swatter* game helps students to mastering tenses.** It is proven by the escalation of class average score. Before the treatment is conducted, the test of students' tenses mastery is 37.24 of 100. After the first treatment, there is 12.07 percent escalation to 49.31 from a scale of 100. The next achievement is after the second treatment. The class average score becomes 72.75. There is 23.44 percent of escalation of the average score.

2) **The implementation of *fly swatter* game which is able to improve students' tenses mastery is very simple.** In practice, teacher just has to divide the students into groups. Then, use LCD as the media that school provides for teaching and learning process. LCD is used to be a playing board which is showing the questions and tenses box. The representative who answers correctly is given score and asked to explain the answer. The winner of the game is appreciated in front of the class.

3) **How *fly swatter* game improves students' tenses mastery is by steal students' attention with an interesting thing to do.** Playing *fly swatter* games is a new thing for students. They have never studied tenses using games, especially *fly swatter* games. Based on the results of the questionnaire, 100 percent of students feels very happy to learn tenses through the *fly swatter* game. Students also feel that the *fly swatter* game is suitable to be used as a method of learning tenses. Students feel easier to learn tenses through this game. That's how *fly swatter* games improve students' mastery tenses.

Based on the result and conclusion that the researcher arranges, the researcher has some suggestions to offer to the English teachers especially in SMK Analis Kesehatan DITKESAD the other researchers based on research findings.

1. *Fly swatter* game is an affective game to be applied in teaching-learning process.

2. *Fly swatter* game can be alternative to overcome students' boredom.

3. This strategy or technique is suggested to the English teacher or other researcher who wants to conduct in similar research or study even adding additional performance.

Last, the researcher hopes the result of this research can be used as an additional reference, there will be a further research with different discussion which can make a revision within development of this *fly swatter* game.

