CHAPTER 5

CONCLUSIONS AND SUGGESTIONS

5.1 Conclusion

Based on the research that conducted in SMPN 22 Kota Jambi in the academic year of 2019/2020, the researcher can conclude as follows:

In the previous chapter, the researcher has analyzed data using SPSS 21. Based on the data that has been analyzed, teaching speaking using pantomime games in the experimental class has a positive effect on students' speaking skills. The result of the data analysis indicated that the students' speaking skill in terms of comprehension, fluency, vocabulary, pronunciation, and grammar has increased from pre-test to post-test. The mean score of the post-test was higher than the mean score of a pre-test. There is a significant influence of using pantomime games toward students' speaking skills at the seventh grade of SMPN 22 Kota Jambi in the academic year of 2019/2020. The significant influence can be known from the result of Sig. (2 tailed) from t-test is 0.000. It means that 0.000 < 0.05 and can be concluded that Ha is accepted and Ho is rejected.

From the result of questionnaires toward students' motivation is to get a high level. The result shows that by using pantomime games, students enjoyed learning English, they feel more active asking questions, it can improve students' speaking skills, they do not feel bored in the class and they more focused and concentrated. Also from the result of the questionnaire toward students' attitudes is to get a high level. The result show that by using the pantomime game, the
student was able to work with a group, they feel much challenged and more sociable in the class.

5.2 Suggestion
Based on the advantage of using pantomime game toward students speaking skill at SMPN 22 Kota Jambi, the researcher would like to give some suggestion:

1. For the Teacher
   a. Pantomime games can be one of the alternative techniques that can be applied in SMPN 22 Kota Jambi to improve their speaking skills.
   b. The teacher should be able to motivate and trust students then allow students to practice by themselves in learning English especially in a real situation.

2. For the Student
   a. Students must be more active in learning and more active in speaking English so that their speaking can be more developed.
   b. Students must practice the language they have learned in daily activity even with their friends and the teacher.

3. For the Researcher
   a. In this research, the treatment was only carried only 4 meetings. The hope, other researchers can take longer to do the treatment so that the students can get enough exercise.
b. In this research, the researcher uses pantomime games in term of teaching speaking, other researchers can use pantomime games to teach in other skills.