

CHAPTER V

CONCLUSION AND SUGGESTIONS

Based on the description of findings presented the previous chapter, a conclusion and suggestion are presented in this chapter. The conclusion is substantively tied up with the research findings as the answer of the research question and also summarizes all discussion of the research findings. Meanwhile, the suggestion is a reflecting of the presentation of the research findings, the discussion and the conclusion. The formulation of the suggestion must be in accordance to the significance of the research.

A. CONCLUSION

Based on the result of research finding and discussion in chapter IV, the researcher concludes as follows:

- 1) Actually, the implementation of jeopardy game to teach reading and vocabulary itself, it depends on the teacher's creativity and innovation in implementing the jeopardy game to make students feel interested during learning process in the classroom. However, the teacher can modify the design of jeopardy game depending on learning objectives to be achieved.
- 2) Teaching reading comprehension through jeopardy game have some positive impacts if this game can be applied to junior high school students such as; jeopardy game to teaching reading can encourage and enhance team work while the students still fostering individual accountability, can provide an element of fun by actively involving students, can provide competition that can motivate to students in

teaching learning process, can be excellent introduction activities or good reviews, provide variety in classroom and can increase students' achievement.

- 3) The implementation of jeopardy game needs to be applied continuously in teaching English or can be used as a good solution to solve the students' problems in learning English so that learning objectives can be achieved . It is because the use of jeopardy game can be effective way to help the students in learning English and create an enthusiastic learning process so that the standard of competence of learning process can be achieved.

B. SUGGESTIONS

One of the purposes of teaching English as foreign language to Indonesian is they can read, grab ideas from the texts, and comprehend the texts written in English. Successful in teaching English is the target for every the English teachers in school. However, the success in teaching English does not only depending on the lesson program, but also on the way how the English teachers can presents the material and uses various strategies or techniques to make classroom condition enjoyable, fun and livelier where the students can be motivated and active to learn seriously but fun. Regarding using jeopardy game for teaching English, the researcher gives some suggestions as follow:

1. For English teachers

English teachers are suggested to use Jeopardy game in teaching English especially in reading and vocabulary. Thus, the

English teachers give the students' opportunity to increase their vocabulary so that they will get easy to comprehend what the texts their read.

2. For students

The students are suggested to enrich their vocabulary to make them understand when the English teacher teaches English by using Jeopardy game and understanding in reading the text. The students should pay attention to the material in teaching and learning process and they should have considered that they have to improve their language skills. Thus, the students can solve their problems in reading comprehension.

3. For further researcher

The researcher suggests, the result of the jeopardy game can be used as additional reference for further research with different occasion.