CHAPTER V

CONCLUSION AND ADVICE

5.1 Conclusion

Based on the research results obtained by data analysis and hypothesis testing, the following conclusions can be drawn:

Based on the results of the t test, it is known that the average pre-test is 60,72 after a post-test of 83,33 so that the increase is 23,16. Furthermore, based on the t test, a Tcount of 48,056 is obtained. The TTable with df 26 at a significant level of 5% is 2.060. Therefore t counts > ttable (48.056 > 2.060) and its significance value is smaller than 0.05 (0.00 < 0.05).So that it can be stated that there is an increase in significant on the learning outcomes scores of experimental group students or who given the method of guessing games.

Based on the results of the t test, it is known that the mean pre-test of 54,37 at the time of post-test increased to 84,92, so the increase was 30,55. Furthermore, based on the t test, a t count of 69,64 was obtained with a significance of 0.00. The score of t table at df 26 with significance level 5% is 2,052. So the score of t count > t table (69,64 > 2.052) and the significance value is less than 0.05 (p = 0.000 <0.05). From these data, it can be concluded that there is an increase significant on the learning outcomes scores of control group students

Based on the post-test t test is known to have an average learning outcome of the experimental class of 84,92 and an average learning outcome of the control class of 83,88, so it can be concluded that the average learning outcome of the experimental class is more than 1.04 greater than that of the control class. From the table, it is known that t count is 3,101 with a significance of 0.000.

The table t obtained from df 50 at the 5% significance level is 2.009. So the tcount > t table (3,101 > 2,009) and the significance value is less than 0.05 (p = 0.000 < 0.05). It can be concluded that there are significant

differences in student learning outcomes scores in the experimental class and the control class.

5.2 Implication

The results of the study show that the guessing games method can train students' speaking skills at a vocational high school in Tuban. The implication of the results of this study is that if the teacher applies the guessing games method in learning English, the students' speaking ability will increase

5.3 Research Limitation

This study has limitations which can then affect the results of the study. These limitations are that research time adjusts the teacher's schedule, so researchers cannot set the difference in the time interval between pretest and posttest administration in Experimental class 1 and experimental class 2. This affects the results posttest due to lack of time allotted.

5.4 Suggestion

Based on the conclusions and implicit, several suggestions can be put forward as follows:

1. Teachers should be able to apply the guessing method in learning English because this method is proven to improve students' speaking skills.

2. In conducting experimental research, researchers should pay attention to the distance and time between giving the pretest and posttest in the control group and the experimental group, so that the time difference is not too great because it can affect the research results.