

CHAPTER V CONCLUSION AND SUGGESTION

A. Conclusion

After conducting the research and analyzing the data, the writer drew a conclusion as follows: There was a significant influence of using Snake and Ladder game towards students' present continuous tense mastery. Because by seeing the result of the data calculation in the previous chapter where null hypothesis (H_0) was rejected, and alternative hypothesis (H_a) was accepted, it means that the writer's assumption was true that is to say, Snake and Ladder game could give a significant influence towards students' present continuous tense mastery. It was supported by the scores achieved by that students in which they got higher scores after the writer gave the treatment Snake and Ladder game as a technique in teaching present continuous tense. The significant influence can be seen from Sig (2-tailed) of the equal variance assumed in the independent sample t-test table where the Sig (2-tailed) is 0.000. It is lower than $\alpha = 0.05$ and its mean H_0 is rejected and H_a is accepted. It can be proved from the hypothetical, where alternative hypothesis is accepted and null hypothesis is not accepted

B. Suggestion

Based on the conclusion above, the writer gives some suggestions as follow :

1. Suggestion to the teacher

- a. In this research, the writer found out that Snake and Ladder game can be used to develop and motivate the students' present continuous tense mastery. Due the finding, English teacher can help students increase their present continuous tense mastery by using Snake and Ladder game .
- b. The English teachers should provide interesting activities and materials, in order to prevent the students from being bored and encourage the students' attention in learning English, especially in present continuous tense.

2. Suggestion for the students

The students should study hard and more practice in Grammar to improve their English skill. They also should be active and creative in learning activity.

3. Suggestion to the Further Research

In this research the writer focused on the influence of Snake and Ladder game towards students' present continuous tense mastery. Therefore, it is suggested for the next researcher to investigate the influence of other strategy towards English skills such as listening, speaking, reading or writing skill.