

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

5.1 Introduction

This chapter presents two main parts, namely conclusions and suggestions. Some conclusions are derived from the findings of this study that were elaborated previously in chapter IV.

5.2 Conclusions

There are two main conclusions that can be drawn from the present study. First, Spelling Bee may improve student' reading comprehension on narrative text. Spelling Bee was chosen in this study to improve students understanding on narrative text because this game is highly related to the words. Every text, especially narrative has their characteristics. Moreover, the characteristics of the narrative text usually appear on the words that string up the text. Spelling Bee was chosen to help students to understand every single word, especially the key words from the text given. Indirectly, students will be taught vocabulary by implementing this game. Students will not get bored to read the text because they more motivated to win the game. Spelling bee encourages students to learn much more about the words given. As a result they also get more understanding about the text.

Second, Spelling Bee game is appropriate for the students in senior high school level. Since Spelling Bee is very appropriate to apply for students who have a good spelling skill. Moreover, In Indonesian context Spelling Bee is more appropriate to apply in senior high school level, because students in senior high school level have higher spelling and vocabulary skill than those who are in elementary or junior high school level.

If Spelling Bee applies in the level that the students do not have an enough skill in spelling, the time allocation would be more decrease. That is because teachers need to teach spelling first before playing, and it would be time consuming. Besides, students in senior high school level can be more cooperative with the teachers and other students. Moreover, they have higher ability in understanding the instruction and the rules of the activity given.

Accordingly, Spelling Bee is a complete package that can train students' spelling and vocabulary skills, also can support the students to understand the text especially narrative text.

5.3 Suggestions

There are some suggestions that probably can be useful. These suggestions are divided into two main parts, namely suggestion for English teachers and suggestion for the further study which has similar area with the present study.

For teachers who are interested in using Spelling Bee game, it is suggested to ensure that the students' do not have problems with spelling. Recheck their spelling skill by ask them to spell a number of words, pay attention to their spelling especially at the letter *A, E, H, G,* and *J*. According to the observation during the experiment, students frequently misspelled at the words that have those letters.

Double check that you have everything you need. Try and get into your classroom before the students arrive. Choose the best sitting arrangement to facilitate the activity. That effort can make the lesson work better without having to interrupt the flow of the lesson.

In addition, teacher is suggested to give an opportunity to the students to watch the movie or video that explains Spelling Bee before playing. Since the movie or video can describe more about Spelling Bee and also can motivate and encourage students to play the game better.

On the other hand, some arrangements and improvements for further study are necessary in implementing this technique in the classroom. For further study, it would be very excellent if the Spelling Bee game can be used in other genres. Besides, the researcher would like to suggest for further study to investigate the effectiveness of Spelling Bee game in improving other language skills such as writing and speaking. Moreover, the further study is suggested to apply Spelling Bee game in other level of students, such as elementary or junior high school students.