

## CHAPTER V

### CONCLUSION AND SUGGESTION

#### A. Conclusion

Based on the result of data analysis and can be conclude that:

1. The influence of hands on activity is effective to improve students' knowledge and achievement in cognitive domain, it have been proved through test item. The result of post test is 97,62% higher than the result of pretest 71,25% with N-gain 0,91 in the high category.
2. The results of the questionnaire are given at the end of learning. Overall, Students have high positive response towards learning hands on activity. This can be seen in the appendix shows that the students responded very positively to the overall percentage is 78%.

#### B. Suggestion

Based on conclusion above so the writers suggest that:

1. Design lab should be made as attractive as possible to draw students motivation in learning , because hands on activity model is a model to engage students in exploring and asking information matter related into daily life.
2. In the future research, should be observe in psychomotor and attitude not only on students achievement.
3. Put more explanation about Hands on Activity to avoid confusing because still new learning strategy for students.