CHAPTER V

CONCLUSION, IMPLEMENTATION AND SUGGESTION

Based on the research finding in previous chapter, the writer can draw the conclusion, implication, and propose suggestion as follows:

A. Conclusion

Based on the research finding, the researcher draws the following conclusions.

1. The implementation of using TGT

   a. Classroom Presentation

      The researcher shown that the classroom presentation is important. The students will be easy to understand the material, because in beginning of learning the teacher explains of the material.

   b. Team

      The team made the students improve their ability and knowledge in learning English.

   c. Game

      Learning English by using game is effective to make students understand the material. Game makes students enjoy in the class. This condition makes students more active in the class.

   d. Tournament

      The researcher shown that tournament makes students' more confident, active, and focused on getting good score.

   e. Team recognition

      The researcher shown that team recognition or reward gives motivation to students to be better.

2. The difficulties of using TGT

    The difficulties of using TGT are this model rarely used as a learning media, so the students are lack of respons and interest or lack of motivated in learning English by using TGT model. It makes the implementation of TGT in learning English a little difficult, and the other factors such as limited facilities in the teaching learning process.

B. Implication

There are two points of implication in this research. They are theoretical implication and practical implication.

1. Theoretical implication

    The thereotical implication deals with the contributions toward the techniques of the teaching about the implementation of cooperative learning using TGT and the difficulties learning English by using TGT model.

    The theoritical implications relating to the implementation of cooperative learning using TGT by the teacher. This model makes the student become more active and excited in learning. This result is accepted with the earlier studies by Shoimin (2014:207) that there are some advantages and disadvantages using Teams Games Tournament in teaching learning process. The teacher gets a difficulty in presenting the material by using TGT such as rarely used as a learning media, so the students are lack of respons and interest or lack of motivated in learning English by using TGT model. It makes the implementation of TGT in learning English a little difficult, and the other factors such as limited facilities in the teaching learning process.

2. Practical implementation

    The practical implication deals with the contribution of the research toward the implementation of cooperative learning using

TGT for improving students' motivation in learning English at the tenth grade of SMK Muhammadiyah Delanggu.

In learning English using TGT is important for the student. By method in learning English makes students more interested with the material.

C. Suggestion

Based on the conclusion above, the researcher assigns the following suggestion:

1. To the English teacher of SMK Muhammdiyah Delanggu

Before starting the lesson it is better if the teacher gives motivation and clearer instruction to students about model that they use in English learning process. The students have different ability in learning English, so the teacher needs thinking the way how to make the students understand the lesson and they motivate to learn English.

2. To future researchers

The next researcher can use this result of the study for developing the next research. The researcher hopes that the next research will be better than this research.