# CHAPTER V

# CONCLUSION AND SUGGESTION

 After described the theory and analyzing the data. In this chapter the researcher presented the conclusion and suggestion of the research.

## 5.1 Conclusion

 Based on the reseacher at the eighth grade of SMP AD-damanhuri in academic year 2018/2019, the reseacher gets the conclusion that the students’ using build a sentence cube game can influence the students’ grammar mastery at VIII/B grade of SMP AD-damanhuri. It can be seen base on the data that the researcher got. In the data, it showes the improvement from the mean score of the pre-test and post-test after giving the three treatments of build a sentence cube game on students’ grammar. The mean of score of pre-test was 60.56 of experimental group and the mean score of post-test was 66,56. Whereas, the mean of control group pre-tes score is 61,56 and the mean post-test score that is 64,56. The data is statically analyzed from Analysis of Covariance (ANCOVA) test from SPSS 23, data result of ANCOVA test from p- value is 0.000. It is smaller than the level of significant 0.05. If p-value<from the level of significant 0.05. It means that Ha is accepted and H0 was rejected. It means that the students’ using build sentence cube gamehave batter achivement in grammar mastery.

## 5.2 Suggestion

 Suggestions are intended to improve the teaching learning English especially in grammar mastery. They are address to English teacher, the other researcher and for the use of build a sentence cube game.

1. For the teacher

The teacher still difficult to prepare the tools in applied the Build a sentence cubes game. Besides that, teacher limited of the time when do the build a sentence cubes game in the class. During teaching the game, the teacher should provide the clear and simple instruction spoke in English. The teacher has to give more space and time for the students to do the Build a sentence cubes game.

2. For the students

The students were still confused with the teacher’s instruction and explanation while practicing the game especially when learning simple past structure and also how to combine those cubes into sentences. Also, when practicing this game in group, not all students participated actively in the discussion or shared their feeling and opinions. The students should be more active in learning English, if they do not understand about their lesson delivered by teacher, they should ask to teacher.

 3. To the next researcher

It is suggested that other researchers can conduct the same research in other level of study with different subjects, setting, and other tenses to see whether this game can also applicable and effective in teaching grammar and it is also possible for them to modify the procedures of using this game.