**CHAPTER V**

**CONCLUSION AND SUGGESTION**

Based on description of the result and discussion in previous chapter, conclusion and suggestions are presented in this chapter.

1. **Conclusion**

Based on the research which done at SMPN 1 Arosbaya, the researcher concluded that do the students taught by using *Draw the Bank Robbers* game have better score than those taught without using *Draw the Bank Robbers* game. It can be seen from the data of students' score in pretest and posttest.

The researcher was collected the data the students' score in pretest and posttest using essay test. Based on the result of the research is showed that the t-value 11.070 and the degree of freedom is 28. The t-critical of degree of freedom (df) 28 with the level of significance 0.05 or 5% was 2.048. Hence, t-value (11.070) and the degree of freedom are 28. The P-value was 0.000. It means that the students taught by using *Draw the Bank Robbers* game have better score than without using *Draw the Bank Robbers* game.

1. **Suggestion**

Based on the conclusion above it showed that there was significance difference on the students’ writing score before and after they were taught by using *Draw the Bank Robbers* game. Therefore, the researcher tries to give some suggestion for the students. The student must pay attention about those writing. They should improve their writing skill, especially in grammar and vocabulary. The student should practice the writimg skill more. It can become a suggestion for the teacher. The teacher should make some interest thing for students about writing, they have to take care about organize the time when use game method. Last, the teacher should consider the level of student ability in the division of learning groups. So that in one group, its member can be balanced.