# CHAPTER V

# CONCLUSION AND SUGGESTION

In this chapter, the researcher presents the last discussions that consist of conclusions and suggestions of the research based on the result in the previous chapter.

**5.1 Conclusions**

Based on the data analysis and the discussion in the previous chapter, the researcher finally comes toward the conclusions aboutthe effect of crisscross game(CCG) on the students’ speaking skill at the Eight Grade of SMPN 3 Kamal. Those are:

1. From the statistical analysis, it is found that the mean score of experimental group was higher than control group. Mean score and the of experimental group was 60, while the mean score of control group was 54. Howefer, the Speaking skill of the students for both groups were included in the average category.
2. There is an influence of using CRISSCROSS game strategy toward Eight Grade students in Speaking skill about recount text SMPN 03kamal. It is proved from the result of ANCOVA test from p-value was 0,001. It is smaller than the level of significant (0,05). In briefly, the hypothesis stated previously is accepted.

**5.2 Suggestions**

  Based on the conclusions above, the researcher gives the following suggestions:

1. The English teacher should develop the ability of the students in Speaking by giving the students more attractive media that make them enjoy and easy in follow teaching Speaking, therefore students ability will be better. It’s suggested that the English teacher should use CRISSCROSS game as the strategy especially for teaching Speaking.
2. The students

In learning Speaking English by using CRISSCROSS game could make students easy to learn, therefore they shuld enhance their ability in speaking English better.

1. Further researcher

The further researcher should prepare the things they need in the class, before start the research, and then they have to tell the teacher clearly about the instruction of the CRISSCROSS game.