## **CHAPTER V**

## **CONCLUSION AND SUGGESTION**

## A. Conclusion

Based on the research conducted in eight grade students of SMPN 11 Tambun Selatan, there were some conclusions that have been found by the researcher:

1. The influence between using reading aloud technique through playing games to student's reading comprehension is high significance value 0.000 < 0.05 which means there is significant influence and also receiving H<sub>a</sub> and reject H<sub>o</sub> which states there is an influence between using reading aloud technique through playing games to student's reading comprehension.

- 2. Thre Realibility of Influence between using reading aloud technique through playing games to student's reading comprehension is significance value, the result of coefficient is 0.987 > 0.60 which means there is significant.
- 3. Based in interpretation above, the writer takes the conclusion that hypothesis testing result of students at SMPN 11 Tambun Selatan, students are 4,139. According to paired sample test correlation standard with t<sub>able</sub> if the sample consist of 20 respondent is 1,729 that means 4,139 > 1,729 so the hypothesis is accepted.

## **B.** Suggestion

In this stage, the researcher would like to give some suggestions in a purpose of enriching reading ability and they are shown as follows:

- 1. For the English Teacher. It is suggested that the teachers should use Reading Aloud in several time for teaching and practicing reading, considering that the Reading Aloud had been enjoyed, effective, and simple way to apply. However, the teacher is hoped to use the other media in teaching learning process of English in order to avoid students' bored.
- 2. The Further Researchers. The result can be used as valuable sources to conduct further research for the next researcher. The further researchers are hoped can find and or develop the other media in teaching English be better and easily.