

## CHAPTER V

### CLOSURE

#### A. Conclusion

The first finding of this research is what kinds of games that the teacher uses in teaching English for young learners. When learning English in class, sometimes the teacher using gamification method to teach English to the students. Although, the teacher not always using gamification method it still can get the interest from the students. Usually, the games that the teacher use for teaching English like matching games, flash card and sticking vocabulary. From this method, the teacher success makes the students enthusiastic in learning English. The students become more active in learning, fast in understanding the material that the teacher give or explained to them. The teacher also found a progress in the student's English when assessing their work or when the learning process. It means, using gamification method is effective in teaching English for young learners.

The second finding, the researcher knows what are the challenges that the teacher faced when teaching English using gamification method. The teacher said, the students become more active when learning and sometime too noisy. Sometimes the teacher a little bit hard to control the students. although the students become more active, not every student like that. The teacher said, there are several students that not active when learning using gamification method. From the interview, the teacher said that when the class too noisy, the teacher handled it using special technique, like clapping hands or saying several words to get an attention from the students. After that, when the teacher success getting the students attention, the teacher continues the explanation of the material or the instruction

about the games. And for the students who doesn't seems active when learning, the teacher will ask some questions related to the material that being taught in that day.

## B. Suggestions

Based on the findings of the research, the researcher would like to purpose the following suggestion:

### 1. For the English teacher

In order to makes students enjoy in following the teaching learning process in classroom, the teacher should be creative to make a fun class with new method, not only focusing with gamification method.

### 2. For the School

For school, it might be better if school are not only fixated on gamification methods to teach English to students. It could be possible to use other methods to teach English for young learners.

### 3. For further research

It would be better for another researcher can observe various learning method to make a fun class, not only focusing gamification method. By conducting a research about gamification method, we can find out the advantages and disadvantages or the effectiveness from using gamification method in teaching English for young learners.