

## CHAPTER V

### CLOSURE

#### A. Conclusion

According to on the observation and Interview of the teacher in Bambu Hijau Elementary Nature School Tanah Laut, it can be concluded that;

1. The utilization of ICT by the teacher in teaching English for young learners

The teacher utilized various hardware devices combined with software websites or applications such as laptop computer was used for indoor activity to access WordWall.com to play flashcards, random cards, True/False and Random Wheel for 1<sup>st</sup> to 5<sup>th</sup> grades as authoring system. Projector was also utilized for indoor activity, the teacher applied Youtube in teaching and learning activity for students from 3<sup>rd</sup> to 5<sup>th</sup> grade as vocabulary software. Smartphone also involved in indoor activity, for 1<sup>st</sup> grade students the teacher access liveworksheets.com to teach about animals and 4<sup>th</sup> grade the teacher use Canva to teach students about daily activity as educational games, Quizzizz and Crosswordlab.com for 2<sup>nd</sup> and 3<sup>rd</sup> grade as a drill and practice software. Speaker and microphone mostly used in both outdoor and indoor activity like special programs as in Isra Mi'raj, Outboond, field trip, hiking and tracking activity. As in PowerPoint, the teacher only use PowerPoint as a tutorial software to review any outdoor activity by sending the

PowerPoint to student's parent so the students can review what have they learn as a homework.

2. The types of ICT Used by teacher to teach English for young learners.

There are two types of ICT, hardware and software. Hardware refers to any electronic device that can be used as a communication device. On the other hand, software refers to applications or websites that can be accessed by electronic devices. The hardware that teacher utilize are laptop computer, projector and smartphone for indoor activities also speaker and microphone for both indoor and outdoor activities. All those hardware are used to enhance teaching and learning activity and motivate students to engage more in the activity.

Software as in websites or application the teacher utilizes in teacher activities are WordWall.com as authoring system also as drill & practice software and education games, Liveworksheet.com and Canva as educational games, Quizziz and crosswordlab.com as drill and practice software and PowerPoint as tutorial software.

## B. Suggestions

1. English teacher can give the young learners the chance to practice and improve their English language proficiency through interactive games and activities using ICT applications.
2. English teachers can introduce educational websites for young learners. The platforms frequently provide interactive exercises, films, and entertaining activities to introduce new vocabulary, practice pronunciation, and help with writing, speaking, listening, and reading comprehension.
3. English teachers can build a lively and interactive learning environment which suits the needs and interests of young learners by integrating ICT hardware and software resources into English language instruction. These resources improve language learning generally by providing chances for practice, study, and involvement.
4. English teachers can use application named Animoto to make a step-by-step video as a tutorial software on the teaching materials to make learning activity become more interesting. Teaching English with a game called Duolingo could also be a great option for teacher to entertain the students as an educational game.