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CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

This research was conducted to find out whether there is a significant effect of using the writing process approach on the ability in writing descriptive paragraph or not. Based on the explanation from the previous chapters, the data presentation and analysis are concluded as follows:

1. Mean of the students' ability in writing descriptive paragraph who are taught by using memorise and draw game on the ability in writing descriptive paragraph of the second year students at State Junior High School 1 Kampar was 73.97. It was concluded that the students' ability in writing descriptive paragraph is categorized as good.
2. Mean of the students' ability in writing descriptive paragraph who are taught without using memorise nad draw game on the ability in writing descriptive paragraph of the second year students at State Junior High School 1 kampar was 64.73. It is concluded that the students' ability in writing descriptive paragraph is categorized as less.
3. The result of the data analysis of independent sample t-test showed the scores of tobtained was higher than the score of ttable ($2.00 < 4.369 > 2.66$), it means there was a significant different of using memorise and draw game



on the ability in writing descriptive paragraph of the second year students at State Junior High School 1 Kampar.

In conclusion, teaching English by implementing memorise and draw game on the second year students at State Junior High School 1 Kampar was successful to increase students' ability in writing descriptive paragraph.

B. Suggestion

From the conclusion of the research above, it is identified that using memorise and draw game can give significant different to students' ability in writing descriptive paragraph. Based on the research findings, the writer would like to give some suggestions to the teachers, students, and readers.

1. Memorise and draw game can be one of the effective methods used by teacher of English. Because of that, the writer suggests to read this thesis as references for those who want to conduct memorise and draw game in teaching and learning process.
2. For the students, they have to interest in writing. The students are hoped to be creative in writing English. They should enjoy learning English with the help from teacher
3. For the readers, teachers and other individuals are recommended to use this thesis as one of references in finding information about memorise and draw game.