# CHAPTER V

## CONCLUSION AND SUGGESTION

In this chapter the research will conclude from all the results of the research that has been done. The researcher will also report some input based on the results of the research that has been done, all of which will be written into two sub-chapters in this chapter, namely conclusions and suggestions.

### 5.1 Conclusion

Based on the results of qualitative research conducted at MA Nurul Huda Sedati about the use of the Teams Games Tournament (TGT) method in reading Narrative text learning, it can be taken several conclusion. The conclusion is presented as follows:

1. Based on the result, the used of Teams Games Tournament (TGT) in teaching reading Narrative text can be carry out in the eleventh grade of MA Nurul Huda. The teacher has implemented all procedures and procedures for learning TGT properly and correctly

2. Based on the questionnaire, the students responses of the use of TGT Method in teaching reading Narrative text are good. They feel happy, when the lesson is began. Beside of that, the students understand the narrative text easily.

**5.2 Suggestion**

Based on the results of the study found several problems unsolved, so researchers put forward some suggestions. The suggestion are as follows:

1. TGT learning model is very interactive, from here the teacher can further develop the TGT learning model such as maximizing discussion in groups and others. so students can receive the material maximally

2. In TGT learning, it is necessary to add several learning media such as videos, pictures, audio or others to strengthen the learning material.