CHAPTER V
CONCLUSION AND SUGGESTIONS

This chapter presents the conclusions of the research and suggestions for the teachers who teach young learners and for other researchers.

5.1 Conclusion

This research aims to know the use of games to teach young learners from the perspective of English teachers, including how the game is used in the classroom, how to select suitable games, and the challenges faced when implementing games in the teaching and learning process. From the research findings, the main steps to implement a game start with designing or choosing a suitable game, setting up rules, and explaining or demonstrating how to play the game to the students. The findings also describe that in selecting the suitable game, the participants must consider the following aspects: the teaching objectives and learning goals, the topic or material, the duration of the game, and the class condition. Besides, it also found that the participants faced a significant challenge related to classroom management when implementing the game. Furthermore, based on the data analysis, research findings, and discussion, all participants perceived the use of games as a helpful and powerful tool to teach the students. The game adds an element of fun and excitement into the classroom, allowing the students to also apply their language skills in meaningful and relevant ways as well as fueling their desire to learn English.

5.2 Suggestions

In this part, the researcher would like to recommend some suggestions for the teachers who teach young learners and future researchers.

- **For the teachers**

    The researcher suggests that teachers explore more games that can be used for teaching so that the games will be varied and the

students would not get bored and tired of playing the same game, moreover when the language content of the game is no longer applicable.

- **For future researchers**

    The researcher suggests the future researchers to broaden the scope of the study to provide a more in-depth look at how the implementation of games in teaching English affect students in other certain aspect, for example, their grades.

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