

CHAPTER V

CONCLUSION AND RECOMMENDATION

A. Conclusion

Conclusion is derived from the whole data processed as the result of the implementation of Active Learning Model Using Domino Card Learning Media in class X AK 3 SMKN 1 Bantul. Based on the data processed it is concluded that the implementation can increase students' motivation and activity in learning accounting at class. This research collaborates with accounting teacher at class X AK 3 and supported by three other observers and here are the conclusions based on each variable of the research:

1. The Students' Learning Motivation

The conclusion that students' learning motivation improves, is taken from the data derived from observation and questionnaire instruments that shows the increasing achieved percentage from cycle I to cycle II. The data from observation shows the achieved percentage of students' motivation in cycle I is at the amount of 79,86% and in the cycle II it reaches 90,25% so the improvement that made is 11,39%. The individual achieved percentage on cycle I is 79,16% and improves into 90,89% on cycle II so the improvement is 11,72%. Meanwhile, the data gotten from questionnaire in measuring students' motivation on cycle I reaches at 77,79% and on cycle II it improves into 84,51% so the improvement that made is 6,72%. The individual achieved percentage on cycle I is 77,75%

and improves into 83,74% on the cycle II so the improvement that was made is 5,99%. On the research process, an indicator in motivation has not reached the minimum criteria yet in first cycle but then on the second cycle it achieves the minimum score standard.

2. The Students' Learning Activity

The conclusion about students' learning activity result taken from observation and questionnaire instruments. Starting from observation instrument, the achieved percentages are improving from cycle I to cycle II. The percentage achieved on the first cycle is 81,25% and on the second cycle it reaches at 89,71% so the improvement that was made is 8,46%. Based on individual achieved percentage, on cycle I the score is 81,93% and on cycle II the score reaches at 90,28% so the improvement that was made is 8,35%. Then, from the questionnaire instrument it resulted the students' learning activity achieved percentage at 78,46% on cycle I and reaches at 85,09% on cycle II in which gains improvement at 6,63%. Reviewed from on individual achieved percentage it gains 78,41% on cycle I and reaches 84,87% on cycle II so that the improvement is 6,46%. Starting from the first cycle of the research there is no activity indicator that has not passed the minimum standard criteria and it keep improving on the second cycle of the research.

B. Recommendation

The implementation of Active Learning Model Using Domino Card Learning Media is the form of solution that was initiated to cure the low

motivation and activity in learning for X AK 3 SMKN 1 Bantul Academic Year of 2014. All the indicators in motivation and activity increase and reach the satisfying results but it doesn't mean there are no essential points that can still be improved. These are the essential points brought to be recommended for the further research betterment:

1. Recommendation Regarding to Students' Learning Motivation

The only problem that has not been cured through this class action research is that there are three students who have not passed the minimum criteria yet even if the scores are near 75% based on observation sheet. The further research should add the emphasize on every single student learning motivation improvement. After success in improving all the unsuccessful indicator achieved percentages and improving individual achieved percentage scores from the first cycle, the focus can be added on empowering individual learning motivation improvement.

The data from questionnaire shows similar result compared to the observation sheet related to students' learning motivation. Two students have not passed the minimum standard criteria and the existence of the other three observers on the action research can be maximized through focusing on empowering individual learning motivation improvement.

2. Recommendation Regarding to Students' Learning Activity

It takes no significant difference on the result of students' learning activity from the second cycle based on the observation sheet compared to the learning motivation result as it left two students who have not passed

the minimum criteria yet. From the questionnaire sheet it leaves one student has not passed the minimum criteria. The recommendation goes that it will be great if the individual empowerment maximizing the existence of three other observers as well; also emphasize on students' learning activities.

The previous weakness about students' learning activity was that students' visual and oral activities were low. In conducting future action research it is highly recommended to strictly stimulate students' curiosity about the materials so that their initiate to read improves from the very beginning and conduct the comfortable atmosphere for students to state their questions, arguments and opinions.

This class action research result also proposes the more general recommendations as follows:

1. For the Teacher

- a. From the first cycle of the research it is supposed to be successful in promoting conducive atmosphere so that all students able to reach the minimum criteria. It will surely contribute great effect in students' improvement when teacher can mingle and approach students in which applying learning model that can give them wider chance to actively contribute in learning process so that they will feel more appreciated. It also will help teacher to monitor their behaviour and problems they face in learning process so that teacher can suggest the appropriate solutions for their problems. So the recommendation is

about better coordination and better in forming the atmosphere from the very beginning.

- b. Being innovative in facing troubles while the research conducted is needed to be done by teacher, not necessarily always the researcher who always took control in it.

2. For Researcher

- a. From the pre-research observation the researcher supposed to prepare the motivation and activity measurement instruments based on experts so that the report can be more accurately presented.
- b. Making Domino Card Learning Media needs time, thoroughness and high accuracy. Creating it using *Microsoft Word* is not recommended, especially if the exercises and the answers are complex. It will be easier to create using graphics application such as *Corel Draw*, *Photoshop*, etc.

3. For Students

- a. Students are supposed to listen and pay attention carefully on what teacher and researcher command from the very beginning so it would not take another additional time to explain about the game rules, tests duration and the other learning sequences and conditions.
- b. From the research that has taken, students have to realize that they are as the main subject of the learning process has to gain high determination in learning. Having strong motivation in learning can direct into the more active movements which is the key of success in

mastering the materials that are given. When those generated feelings are strong inside students' soul then they will have additional super power to master the subject that they are studying. If it is applied from the beginning of the cycle then no students would reach the scores below the minimum standard criteria.

- c. Students do not need to be afraid in stating questions, opinions and arguing other's ideas as long as they have the right reasons to be stated. Being actively involved in learning process will train students to be more considerate of every steps and phenomenon that happen in class. This will be beneficial for them in the future learning process and in real life as they will get used to actively and considerately contribute to their surroundings. So, students are supposed to practice those activity and also motivation indicators consistently to get those considerate attitudes.

4. For Further Research and Other Researcher

- a. It is recommended on further research that the variable of the motivation and activity are divided into deeper and more specific variables such as intrinsic and extrinsic motivations, seen and unseen activities measured through more advanced research instruments to measure students' motivation and activity at school.
- b. It is recommended to develop the Domino Card Learning Media into a Research and Development product so that more students and schools can use it in the future.