

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter summarizes the conclusions drawn from the research and provides suggestions for further research. These conclusions are based on the findings and discussions that emerged during the research process.

5.1 Conclusion

From the results of the research data presentation, it can be seen that the implementation of puzzle media in increasing students' learning motivation in English lessons at SDN 3 Sudagaran Banyumas in the 2024/2025 academic year can be concluded as follows:

1. Puzzle media was implemented in a structured manner and successfully motivated students to learn. By integrating puzzles like crossword and jigsaw puzzles into lessons, students were actively engaged in the learning process. This approach not only made learning more interactive and enjoyable but also encouraged students to think critically and collaborate. As a result, puzzle media helped maintain student focus and enthusiasm, fostering a positive learning environment.
2. The problems are by students is Time Constraints, Some puzzle activities, such as jigsaw puzzles, are time-consuming, requiring significant effort from students to complete. If the puzzles are not properly managed within the time available, students might become anxious or frustrated when they are unable to finish in time. This can result in lower motivation, as they feel pressured or rushed. Then, Lack of Understanding,

When students do not fully understand the instructions or the purpose of the puzzle activity, it can cause confusion and disengagement. For example, if the puzzle's complexity exceeds their comprehension level, students may lose interest or feel overwhelmed, which negatively impacts their motivation to learn.

3. The possible solution to overcome the problems that is Managing Time Effectively to prevent frustration due to time constraints, teachers should choose puzzles that are appropriately timed for the class's duration. If using jigsaw puzzles or other time-consuming activities, teachers can set realistic expectations about how much time is needed. They can also break the activity into smaller, manageable chunks and provide adequate breaks to keep students from feeling overwhelmed or stressed. Then use other types of puzzle media such as crossword puzzles.

5.2 Suggestion

With all the shortcomings in this study without reducing the researcher respect, it is hoped that the results of the research on the implementation of puzzle learning media in increasing learning motivation in English subjects at SDN 3 Sudagaran Banyumas, the researcher provides suggestions to the school, to continue to improve the quality of the learning media used and the facilities and infrastructure provided so that students can properly utilize the media that has been created in accordance with the desired learning objectives, and later from that students can be motivated within themselves to be able to follow the learning process well and enjoyably.

For researchers, we hope that this research can be used as a reference source and can be reviewed to further strengthen the discussion of this research.