# **CHAPTER V**

# **CONCLUSION**

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1. After conducting the research in MAS PP Raudhatul Hasanah Medan, it was found that teaching the material narrative text in school was a little bit so, it appears the desire to birth a product development as a part of teaching the material.

The specification of the product:

Physical form : Video CD/Falshdisk

Title :Teaching material based on Sparkol VideoScribe in X grade students of MAS PP Raudhatul Hasanah.

Material : Narrative Text (The Smartest Animal)

Object : Students of X grade

The main software : Sparkol VideoScribe

Criteria : Valid or worthy to be used with a little revision

1. Sparkol videoScribe is done by the validators, the validator material expert design, and subject expert validator. The percentage result of the feasibility content/material on product is 90%, the percentage of the feasibility design is 94%, and the percentage of the feasibility subject is 96%. In accordance with the eligibility table then the media is said to be worth used with little revision. The level of teaching the material interesting based on Sparkol VideoScribe in X grade MAS PP Raudhatul Hasanah is obtained 98,35% of media is so worthy to be used.
2. The result of normality and homogeneity will calculate before searching the result of t-test. The calculation the result of t-count is 16,2 and t-table is 1,6892. It means Ho rejected and Ha accepted because t-count is greater than t-table. The results of the pre-test and the post-test will calculate after searching the result of normality and homogeneity. Ho rejected and Ha accepted because t-count is greater than t-table and there is a significant difference between learning achievements before and after using of teaching the material based on Sparkol VideoScribe subtheme the smartest animal in X grade students in MAS PP Raudhatul Hasanah Medan.
3. **SUGGESSION**

## Product development is limited to the material of the struggle of the hero, so there is need for further development on other material.

## Media learning Sparkol VideoScribe subtheme struggle heroes can be used as a reference by the teacher to try to develop a learning media in accordance with the conditions of the students.

1. This media has been tested through various stages and based on data results have proven their effectiveness in thematic learning activities. For practitioners of learning, learning media can be utilized in the delivery of material.