CHAPTER IV

CONCLUSION

In this chapter I would like to present the best solution to solve the problem. Before that I would like to explain the conclusion from previous chapter. The problem is I had in handling an 11 year old student who did not finish the exercises in Star class in AKEC. There are three causes of the problem, which are the student often felt bored when doing some of exercises, I was not being patient every time he did not want to finish some of exercises, and I did not know how to make the exercises interesting that could motivate the student to finish them. Then, there are also three effects of the problem, which are my motivation to teach decreased when he did not finish the exercises, I was too focused on the student and often forgot to check the other students, and I lost some of my teaching time. To solve this problem, I have suggested three potential solutions. The first potential solution is I give this student a reward every time he finishes the exercises. The second potential solution is I use some games to help the student to do and finish the exercises. The last potential solution is I give the exercise to student in smaller chunks or segments.

Maranatha Christian University

After discussing the conclusion from the previous chapters, I would like to present the best solution to solve the problem. The best way to solve the problem, I believe is to apply all three potential solutions. First I will divide the exercises into smaller chunks or segments to make the student not feel overwhelmed. After dividing the exercise, I will use some games in working on the exercise to make the student excited and feel fun while he is doing them. After that I will give some rewards to the student if the student can finish the exercises on the day he come to course to make the student motivated to do and finish them. For example if there are four segments or chunks in one exercise, I will give him a reward when he is done with each segment. And if in the second segment the student seems bored, I can use games to motivate him again.

The combination of these three potential solutions will be helpful for me to make the student finish the exercises. Battaglia believes to help student finishing the exercise is by breaking task into smaller chunks and gives rewards for students when they master and finish each chunk (par.27). It means that if the students want to get the rewards, he needs to finish the exercise and understand each step or chunk. Besides that, it is not enough if I just divide the task into smaller chunks, because he can still be bored after he is done with some chunked exercises. If I only use games, when the game is over and the student see that there are too many questions in the exercise and that he will not get anything if he can finish it, he will choose to play games again rather than doing the exercise. Then, if I only use reward system, the student can be tired and bored in

20

the middle of doing the exercise because there are too many questions for him to finish. Thus, I choose the combination of all potential solutions that can support each other.

I believe if I choose and use all the potential solutions, it will be helpful for me to solve my problem. However, there are some challenges to be anticipated if these three potential solutions are applied. It is that the student's motivation to finish the exercises can be just to get the rewards not to understand the lessons and the student can be too attracted to play games than to study. I suggest making an agreement with the student. For example the time for playing games is set only for ten minutes. Another example is the student cannot make mistakes more than six numbers out of ten from the exercise. If the student breaks the agreements, the student will not get any rewards. By having this kind of agreement, it can help to minimize the possibility that the student only want to get the reward without understanding the lessons, and to make sure that the student will not be too attracted to play the games and forget to study.