

ABSTRAK

Tujuan dilakukannya penelitian ini adalah: 1) untuk mengetahui pengaruh model pembelajaran *number head together* terhadap motivasi belajar siswa kelas X TKJ pada mata pelajaran perakitan komputer; 2) untuk mengetahui pengaruh model pembelajaran *number head together* terhadap hasil belajar siswa kelas X TKJ pada mata pelajaran perakitan komputer; dan 3) untuk mengetahui keterlaksanaan model pembelajaran *number head together* terhadap mata pelajaran perakitan komputer. Penelitian ini merupakan penelitian kuantitatif yang menggunakan *Quasi Experimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Pengambilan sampel pada penelitian ini menggunakan teknik *nonprobability sampling* dengan jenis sampel jenuh. Instrumen yang digunakan adalah angket motivasi siswa, tes hasil belajar *pretest-posttest*, lembar observasi aktivitas guru dan siswa. Berdasarkan hasil uji signifikan (uji-t) diperoleh nilai $t_{hitung} = 3,238 > t_{tabel} = 2.064$. Sehingga dapat disimpulkan bahwa model pembelajaran *number head together* berpengaruh terhadap motivasi belajar siswa kelas X pada mata pelajaran perakitan komputer di SMK Negeri 1 Arosbaya. Lalu hasil uji signifikan (uji-t) diperoleh nilai $t_{hitung} = 2,184 > t_{tabel} = 2.064$. Sehingga dapat disimpulkan bahwa model pembelajaran *number head together* berpengaruh terhadap hasil belajar siswa kelas X pada mata pelajaran perakitan komputer di SMK Negeri 1 Arosbaya. Hal ini diperkuat dengan hasil observasi aktivitas guru yang mendapatkan rata-rata 93,2% dengan kategori sangat baik, aktivitas siswa 81,4% dengan kategori sangat baik.

Kata kunci: *number head together*, motivasi siswa, hasil belajar, perakitan komputer

ABSTRACT

The objective of this study are: 1) to determine the effect of number head together learning learning models on the student motivation of class X TKJ students on computer assembly subjects; 2) to determine the effect of number head together learning learning models on the learning outcomes of class X TKJ students on computer assembly subjects; and 3) to find out the feasibility of number head together learning models for computer assembly subjects. This study is quantitative research that uses Quasi Experimental Design with Nonequivalent Control Group Design as research design. Sampling in this study uses nonprobability sampling technique with type of saturated sample. The instruments that used are student motivation questionnaire, pretest-posttest learning outcomes test, teacher and student activity observation sheet. Based on the result of significant test (t-test) it is obtained the value of $t_{count} = 3,238 > t_{table} = 2,064$, thus, it can be conculed that number head together models has an effect on students learning outcomes in X class on Computer Assembly subjects in Vocational High School 1 Arosbaya. Then, based on the result of significant test (t-test) it is obtained the value of $t_{count} = 2,184 > t_{table} = 2,064$, thus, it can be conculed that number head together models has an effect on students learning outcomes in X class on Computer Assembly subjects in Vocational High School 1 Arosbaya. This is reinforced by the results of teacher activity observation that is 9,23% with very good category, student activity that is 81,4 % with very good category.

Keyword: *number head together, student motivation, learning outcomes, computer assembly.*