

Ika Wardani, Cahya. 2017. *Efektivitas Model STAD (Student Teams-Achievement Divisions) Menggunakan Permainan Menyusun Gambar Terhadap Hasil Belajar Materi Rantai Makanan Kelas IV SDN Cerme Kidul 1*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing 1 Mohammad Edy Nurtamam, S.Pd., M.Si., Pembimbing 2 Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui efektivitas model STAD (Student Teams-Achievement Divisions) menggunakan permainan menyusun gambar terhadap hasil belajar materi rantai makanan kelas IV SDN Cerme Kidul 1, meliputi aspek aktivitas guru, aktivitas siswa, respon siswa dan hasil belajar siswa. Penelitian ini menggunakan pendekatan kuantitatif desain *quasi experimental design* dengan jenis *nonequivalent control group design*. Populasi pada penelitian ini adalah siswa kelas IV SDN Cerme Kidul 1 terdiri dari 32 siswa. Penelitian ini menggunakan teknik sampling jenuh yaitu teknik penentuan sampel bila semua anggota populasi digunakan sebagai sampel. Berdasarkan hasil penelitian, diperoleh keterlaksanaan pembelajaran guru sebesar 90% dengan kategori sangat baik, aktivitas siswa memperoleh rata-rata sebesar 81% dengan kategori sangat aktif, respon siswa memperoleh rata-rata sebesar 94,53% dengan kategori sangat baik dan hasil belajar siswa secara klasikal menunjukkan ketuntasan hasil belajar sebesar 81,25 %. Demikian dapat disimpulkan bahwa model STAD menggunakan permainan menyusun gambar efektif terhadap hasil belajar siswamateri rantai makanan kelas IV SDN Cerme Kidul 1.

Kata Kunci : *Efektivitas, Model STAD, Menyusun gambar*

Ika Wardani, Cahya. 2017. Effectiveness STAD (Student Teams-Achievement Divisions) model using compose images game for learning outcomes of the food chain material 4th grade State Elementary School Cerme Kidul 1. Thesis. Elementary School Teacher Study Program. Faculty of Education. University of Trunojoyo Madura. Advisor 1 Mohammad Edy Nurtamam, S.Pd., M.Si., Advisor 2 Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRACT

The purpose of this research was to determine effectiveness STAD (Student Teams-Achievement Divisions) model using compose images game for learning outcomes of the food chain material 4th grade State Elementary School Cerme Kidul 1, to include aspects, the teacher activities, student activities, student responses and student learning outcomes. This research uses a quantitative approach quasi experimental design with nonequivalent control group design types. The population of this research is 4th grade of State Elementary School Cerme Kidul 1 that consist of 32 students. This research uses a sampling technique that is saturated sampling technique when all members of the population used as a sample. Based on the research results, obtained implementation of teacher learning of 90% with a very good categories, students activities earned an average of 81% with a very active categories, students responses earned an average of 94,53% with a very good categories and students learning outcomes classically demonstrated mastery of learning outcomes of 81,25 %. It can be concluded that the STAD model using compose images game effectively to student learning outcomes of the food chain material 4th grade State Elementary School Cerme Kidul 1.

Keyword : *Effectiveness, STAD model, Composing images*