

ABSTRAK

Anggraeni, Novya Ayu. 2017. Pengaruh Metode Pembelajaran *Scramble* Terhadap Hasil Belajar Siswa Mata Pelajaran Pemrograman Dasar Kelas X TKJ di SMK Al-Hikam Bangkalan. Skripsi, Program Studi Pendidikan Informatika, Program Sarjana Universitas Trunojoyo Madura.

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Kata Kunci : Metode pembelajaran *Scramble*, Hasil belajar siswa, Pemrograman Dasar.

Salah satu mata pelajaran SMK jurusan TKJ adalah pemrograman dasar, mata pelajaran ini mempelajari tentang rangkaian instruksi dalam bahasa komputer yang disusun secara logika dan sistematis. Pembelajaran pemrograman dasar ini guru harus pandai menyampaikan materi dengan baik. Pembelajaran yang ada di SMK Al-Hikam Bangkalan terlihat kemampuan siswa yang sulit memahami materi yang disampaikan oleh guru mengakibatkan siswa sulit membuat program dengan tepat dan benar. Hal ini akan berpengaruh pada hasil belajar siswa jika siswa tidak paham dengan apa yang dipelajari.

Penelitian ini bertujuan untuk mengetahui pengaruh metode pembelajaran *Scramble* terhadap hasil belajar siswa pada mata pelajaran pemrograman dasar pada siswa kelas X TKJ SMK Al-Hikam Bangkalan. Penelitian yang dilaksanakan pada bulan Mei ini dapat dikatakan ada pengaruh apabila empat indikator dapat terpenuhi, yaitu (1) hasil belajar siswa kelas eksperimen lebih tinggi daripada kelas kontrol; (2) aktivitas guru minimal baik; (3) aktivitas siswa selama pembelajaran minimal baik; (4) respon siswa terhadap pembelajaran minimal baik

Penelitian ini menggunakan metode kuantitatif dengan desain penelitian *Quasi Experimental* jenis *Nonequivalent Control Group Design*. Sampel yang digunakan dalam penelitian ini sebanyak 30 siswa kelas eksperimen dan 30 siswa kelas kontrol dengan menggunakan teknik *sampling* jenuh. Pengumpulan data menggunakan instrumen tes hasil belajar, angket respon siswa, lembar observasi siswa dan guru. Hasil penelitian menunjukkan bahwa rata-rata nilai pretest dan posttest kelas eksperimen yaitu 36,3 dan 74,00. Uji regresi linier menunjukkan metode pembelajaran *Scramble* dapat meningkatkan hasil belajar siswa sebesar 53. Berdasarkan hasil uji hipotesis diperoleh $t_{hitung} = 7,530763 > t_{tabel} = 1,699$, maka H_0 ditolak, artinya terdapat pengaruh yang signifikan metode pembelajaran *Scramble* terhadap hasil belajar siswa. Hasil observasi aktivitas guru secara klasikal memperoleh rata-rata 81% dengan kategori sangat baik. Hasil observasi aktivitas siswa secara klasikal memperoleh rata-rata 74% dengan kategori baik. Hasil angket respon siswa secara klasikal berkategori sangat baik sebesar 80%. Sehingga dikatakan metode pembelajaran *Scramble* berpengaruh terhadap hasil belajar siswa pada mata pelajaran pemrograman dasar di SMK Al-Hikam Bangkalan.

ABSTRACT

Anggraeni, Novya Ayu. 2017. *The Influence of Scramble Learning Method towards the Result of the Study of the Students of the Basic Program Lesson for Class X TKJ at SMK Al-Hikam Bangkalan*. Thesis, the Informatics Education Study Program, Bachelor Degree of University of Trunojoyo Madura.

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Key Words : The Scramble Learning Method, the result of the study of the students, Basic Program.

The one of the lessons at SMK major TKJ is basic program, this lesson teaches about the series of the intruction in computer language which is arranged logically and systematically. This lesson of basic program, the teacher has to be smart in presenting the subject well. The students are difficult to understand the lesson which exist at SMK Al-Hikam Bangkalan that are presented by the teachers, it causes the students are difficult to make the program correctly and rightly. This thing will be influenced of the result of the students if the students don.t understand what they learn.

This study aims to know the influence the Scramble learning method towards the result of the study of the students on the lessons of basic program of the students for class X TKJ SMK Al-Hikam Bangkalan. This study which is held on May can be said that there is influence if four indicators can be completed, such as (1) the results of the students for experiment class are higher than control class; (2) the activities of the teachers are minimal good; (3) the activities of the students during the learning are minimal good; (4) the responses of the students toward the learning are minimal baik

This study uses the quantitative method by research design of Quasi Experimental kind of Nonequivalent Control Group Design. The sample which is used in this study as many as 30 students of experiment class and 30 students of control class by using surfeited sampling technique. The collecting of the data uses the instrument of the result study test, questionnaire response students, students and teachers observation sheet. The result of the study of the students shows that the average pretest and posttest grades of experiment class that are 36,3 and 74,00. The linier regression test shows that the Scramble learning method can improve the result of the study of the students in the amount of 53. Based on the result of hypotheses test is gained $t_{count} = 7,530763 > t_{table} = 1,699$, so H_0 is rejected, means that there is the influence which is significant of Scramble learning method towards the result of the study of the students. The results of the observation of the teachers activity classically gain average 81% with very good category. The results of the observation of the students activities classically gain average 74% with good category. The results of the questionnaire response students classically are very good category in the amount of 80%. So,it is stated that the Scramble learning metgod is influenced towards the result of the study of the students on the lesson of basic program at SMK Al-Hikam Bangkalan.

