

Annisyah Rahmawati. 2018. Penerapan Model Guided Discovery Learning Menggunakan Media Gambar Flash Card Terhadap Hasil Belajar Siswa. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing: Mochammad Ahied dan Wiwin Puspita Hadi

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *guided discovery learning* menggunakan media gambar *flash card* terhadap hasil belajar siswa, keterlaksanaan pembelajaran, dan respon terhadap pembelajaran. Materi pada penelitian ini adalah klasifikasi benda hidup dan benda tak hidup serta ciri-ciri makhluk hidup kelas VII SMP Negeri 1 Pasean. Jenis Penelitian yang digunakan adalah *quasi experimental design*. Teknik sampling menggunakan *purposive sampling* dengan kelas VII A sebagai kelas eksperimen dan kelas VII B sebagai kelas kontrol. Teknik pengumpulan data dalam penelitian ini menggunakan metode tes, angket, lembar observasi, dan dokumentasi. Hasil pada penelitian ini menunjukkan bahwa: (1) Terdapat pengaruh model *guided discovery learning* terhadap hasil belajar siswa dengan hasil uji t diperoleh nilai t_{hitung} 2.470 sedangkan nilai t_{tabel} diperoleh 1.683 sehingga nilai $-t_{hitung} < t_{tabel} < t_{hitung}$ ($-2.470 < 1.683 < 2.470$) dengan nilai signifikansi diperoleh $0.018 < 0.05$ sehingga H_0 ditolak dan H_1 diterima. (2) Hasil belajar siswa kelas eksperimen mencapai nilai rata-rata 78.81. (3) Respon siswa terhadap model *guided discovery learning* menggunakan media gambar *flash card* sangat baik dengan persentase sebesar 84.94%. (4) Proses pembelajaran terlaksana dengan baik dengan persentase sebesar 100%.

Kata Kunci: *Flash Card, Guided Discovery Learning, Hasil Belajar*

Rahmawati, Annisyah. 2018. Application of Guided Discovery Learning Model by Using Picture's Flash Card as a Media on The Result of Learning Student. Thesis, Natural Science Education Program, Education Faculty, Trunojoyo of Madura. Advisor: Mochammad Ahied and Wiwin Puspita Hadi

ABSTRACT

This research aims to elaborate the effect of guided discovery learning model by using picture's flash card as a media on the result of learning student, learning effectiveness, and student response of learning. The materials on this research was the classification of animate object and inanimate object including the characteristic of organism in class VII of Pasean 1 Junior High School. The research used quasi experimental design. The sampling technique used purposive sampling with class VII A as experimental class and class VII B as control class. Data collection technique in this research using test method, questionnaire, observation sheet, and documentation. The result of the study shows that: 1) There was effect of guided discovery learning on the result of student learning with the t-test result is obtained $t_{\text{calculated}} 2.470$ while $t_{\text{table}} 1.683$, $-t_{\text{calculated}} < t_{\text{table}} < t_{\text{calculated}}$ ($-2.470 < 1.683 < 2.470$) with significantly $0.018 < 0.05$ H_0 refused and H_1 accepted. 2) The learning result of the experimental class student reaches an average value of 78.81. 3) Student response to guided discovery learning model by using flash card's picture as media very good with percentage value of 84.94%. 4) The learning process was done very well with the percentage of 100%.

Keywords: *Flash Card, Guided Discovery Learnig, The Result Of Study*