

Abstrak

Penelitian bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *make a match* berbantuan media *flashcard* pada materi *troubleshooting* komputer terhadap hasil belajar siswa. Penelitian ini menggunakan metode kuantitatif jenis penelitian *quasy experimental design* bentuk *nonequivalent control group design*. Penelitian ini dilakukan di SMK Agung Mulia dengan sampel jenuh, semua anggota populasi dijadikan sampel yaitu kelas X TKJ PI A sebagai kelas kontrol dan kelas X TKJ PI B sebagai kelas eksperimen. Hasil penelitian menunjukkan : (1) Hasil dari Lembar Observasi Aktivitas Siswa pertemuan pertama diperoleh rata-rata 79 berkategori “aktif” dan pertemuan kedua diperoleh rata-rata 84 berkategori “sangat aktif”. Hasil kinerja guru pertemuan pertama diperoleh rata-rata 3,24 berkategori “baik” dan pertemuan kedua diperoleh rata-rata 3,71 berkategori “sangat baik”. (2) Hasil dari nilai rata-rata *pretest* pada kelas eksperimen sebesar 60,25 setelah diberi perlakuan nilai rata-rata *posttest* sebesar 81,25. Uji signifikan menyatakan $t_{hitung} > t_{tabel}$ atau $t_{hitung} = 2,616$ lebih besar dari $t_{tabel} = 2,093$, maka H_0 ditolak dan H_A diterima. Maka, disimpulkan bahwa terdapat pengaruh yang signifikan dalam model pembelajaran kooperatif tipe *make a match* berbantuan media *flashcard* terhadap hasil belajar kognitif siswa pada materi *troubleshooting* komputer kelas X di SMK Agung Mulia (3) Hasil analisis angket respon siswa diperoleh nilai rata-rata 77 berkategori baik, kesimpulannya siswa menyukai pembelajaran menggunakan model pembelajaran kooperatif tipe *make a match* berbantuan media *flashcard*.

Kata-kata Kunci : Pengaruh, model pembelajaran kooperatif, *make a match*, media *flashcard*, Hasil Belajar

Abstract

The research aims to know the influence of cooperative learning model types make a match using the flashcard to content media troubleshooting computer against the results of student learning. This research uses the kuantitatif method of the type of research design experimental form of quasy nonequivalent control group design. This research was conducted at SMK Noble with saturated samples, all members of the population sample was made i.e. class X TKJ PI control as a class A and class X TKJ PI B as class experiments. The results showed: (1) the results of Observation of the student Activity Sheet the first meeting obtained an average of 79 categories "active" and the second meeting obtained an average of 84 categories "very active". The first meeting of the teacher performance results obtained an average of 3.24 category "good" and the second meeting obtained an average of 3.71 category "very good". (2) the result of the average value of experimental class on the pretest of 60.25 after treatment was given an average rating of 81.25 posttest. Significant test of States $t_{hitung} > t_{tabel}$ or $t_{hitung} = 2,616$ greater than $t_{tabel} = 2,093$, then H_0 H_A rejected and accepted. Thus, it was concluded that there were significant effects in models of cooperative learning types make a match using the media against cognitive learning results flashcard students in class X computer troubleshooting material in SMK Noble (3) analysis results now the response of students obtained an average score of 77 categories good, kesimpulannaya students liked learning using learning model cooperative type make a match using the flashcard media.

Key words: Cooperative learning model, influence, make a match, flashcard media, Learning Result.