

Abstrak

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *take and give* berbantuan *mind mapping* terhadap hasil belajar siswa pada mata pelajaran sistem komputer kelas X TKJ di SMKN 1 Pasean yang dilihat dari: 1) Hasil belajar siswa, 2) Aktivitas Siswa, dan 3) respon siswa terhadap pembelajaran. Penelitian ini merupakan penelitian kuantitatif yang menggunakan *Quasi Eksperimental Design* dengan desain penelitian *Nonequivalent Control Group Design*. Sampel yang digunakan adalah sampel jenuh, semua anggota populasi dijadikan sampel yaitu kelas X TKJ di SMKN 1 Pasean sebanyak 54 siswa yang terdiri dari 29 siswa kelas eksperimen dan 25 siswa kelas kontrol. Instrument yang digunakan adalah tes hasil belajar berupa *pretes* dan *posttes*, lembar observasi aktivitas guru, lembar observasi aktivitas siswa, dan angket respon siswa. Hasil penelitian diperoleh rata-rata hasil belajar posttest kelas eksperimen sebesar 73,62 dan posttest kelas kontrol sebesar 68. Berdasarkan hasil uji statistik diperoleh $t_{hitung} = 2,7917 > t_{tabel} 2,052$, maka H_0 ditolak dan H_a diterima, artinya ada pengaruh yang signifikan model pembelajaran kooperatif tipe *take and give* berbantuan *mind mapping* terhadap hasil belajar siswa pada mata pelajaran sistem komputer kelas X TKJ di SMKN 1 Pasean. Hal ini diperkuat dengan hasil observasi aktivitas guru sebesar 88,26% dengan kategori sangat baik dan aktivitas siswa sebesar 74,48% dengan kategori baik. Kemudian dari perhitungan angket respon diperoleh hasil 84,08% dengan kategori sangat kuat.

Kata Kunci : Hasil Belajar, Model Pembelajaran kooperatif tipe *take and give* berbantuan *mind mapping*, Sistem Komputer.

Abstract

This study aims to determine the effect of cooperative learning model of take and give type with the help of mind mapping on student learning outcomes in the subjects of class X TKJ computer system in SMKN 1 Pasean seen from: 1) Student learning outcomes, 2) student activities, and 3) student response to learning. This research is a quantitative research using Quasi Experimental Design with design research Nonequivalent Control Group Design the samples used were saturated samples, all members of the population were sampled, namely class X TKJ in SMKN 1 Pasean as many as 54 students consisting of 29 students of experimental class and 25 students of control class. Instrument used is test result of learning in the form of pretes and posttes, activity observation sheet of teacher, observation sheet of student activity, and student response questionnaire. The result showed that the average of posttest experimental class learning result was 73,62 and posttest of control class equal to 68. Based on statistical test result obtained $t_{count} = 2.7917 > t_{table} 2.052$, then H_0 is rejected and H_a accepted, meaning there is a significant influence model of cooperative learning take and give type assisted mind mapping on student learning outcomes on the subjects of computer system class X TKJ in SMKN 1 Pasean. This is reinforced by the observation of teacher activity of 88.26% with very good category and student activity of 74.48% with good category. Then from the calculation of response questionnaire obtained 84.08% results with very strong category.

Keyword: *Learning Outcomes, Cooperative Model take and give type with mind mappin, Computer System.*