

Fatmawati, 2018. Implementasi Model Pembelajaran CORE Berbantuan Media *Crossword Puzzle* Terhadap Hasil Belajar dan Aktivitas Siswa. Skripsi. Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Yunin Hidayati, Pembimbing II Irsad Rosidi.

ABSTRAK

Penelitian bertujuan untuk mengetahui pengaruh implementasi model pembelajaran CORE berbantuan media *crossword puzzle* terhadap hasil belajar dan aktivitas siswa pada materi sistem ekskresi, siswa kelas VIII SMP Negeri 1 Geger tahun ajaran 2017/2018. Penelitian ini merupakan penelitian kuantitatif dengan menggunakan *nonequivalent control group design*. Populasi pada penelitian ini adalah seluruh siswa kelas VIII. Sampel penelitian yang digunakan adalah kelas VIII C sebanyak 19 siswa sebagai kelas eksperimen dan kelas VIII E sebanyak 17 siswa sebagai kelas kontrol. Teknik analisis data pengujian hipotesis hasil belajar dan aktivitas siswa menggunakan Uji-t sampel bebas dengan program *SPSS versi 20.00*. Hasil pengujian hipotesis hasil belajar siswa diperoleh nilai - $t_{hitung} < t_{tabel} < t_{hitung}$ (- 2,245 < 2,032 < 2,245) artinya H_0 ditolak dan H_a diterima. Hasil pengujian hipotesis aktivitas siswa diperoleh nilai - $t_{hitung} < t_{tabel} < t_{hitung}$ (- 3,535 < 2,101 < 3,535) artinya H_0 ditolak dan H_a diterima. Berdasarkan hasil uji hipotesis tersebut maka dapat disimpulkan bahwa model pembelajaran CORE berbantuan media *crossword puzzle* berpengaruh terhadap hasil belajar dan aktivitas siswa. Hasil rata-rata keterlaksanaan pembelajaran sebesar 92% dengan kriteria sangat baik dan respon siswa diperoleh nilai rata-rata sebesar 80% dengan kriteria sangat tinggi.

Kata Kunci: aktivitas siswa, hasil belajar, media *crossword puzzle*, model CORE.

Fatmawati, 2018. *Implementation of CORE Learning Model Supported by Crossword Puzzle Media to Learning Outcomes and Student Activities*. Thesis. Science Education Study Program, Education Faculty, University of Trunojoyo Madura. Advisor I Yunin Hidayati, Advisor II Irsad Rosidi.

ABSTRACT

The aims of the study is to know the effect of implementation of CORE learning model supported by crossword puzzle media to learning outcomes and student activities in excretion system objects, students of VIII grade in Junior High School 1 Geger at 2017/2018. The research of the study is quantitative by using nonequivalent control group design. Population of this study are all the students grade VIII. The sample of this study is VIII C grade as many 19 students as experimen class and grade VIII E as many 17 students as control class. Analysis technique of hypothesis testing data of learning outcomes and student activities by using *Independent Samples T-Test* with program *SPSS version 20.00*. The result of hypothesis test at learning outcomes obtained a score – $t_{count} < t_{table} < t_{count}$ (- 2,245 < 2,032 < 2,245) means that H_0 rejected and H_a received. The result of hypothesis test at student activities obtained a score – $t_{count} < t_{table} < t_{count}$ (- 3,535 < 2,101 < 3,535) means that H_0 rejected and H_a received. Under those circumstances, hypothesis test result exhibited that CORE learning model supported by crossword puzzle media influenced to the learning outcomes and student activities. The average result for learning acievement of 92% with magnificient criteria and student response obtained an average value of 80% with the highest criteria.

Keyword: *CORE model, crossword puzzle media, learning outcomes, student activities.*