

ABSTRAK

PERBANDINGAN PENGGUNAAN MODEL *COOPERATIVE LEARNING TYPE JIGSAW* DENGAN METODE CERAMAH TERHADAP HASIL BELAJAR SISWA PADA KONSEP LUMUT

IRVAN KURNIAWAN

Pembimbing : Dr. Cartono, M.Pd., M.T., Drs. Otang Hidayat, M.Pd.

Penelitian ini bertujuan membandingkan hasil belajar siswa antara yang menggunakan model pembelajaran *Cooperative Learning Type Jigsaw* dengan metode Ceramah. Penelitian ini diharapkan dapat meningkatkan hasil belajar siswa pada sub konsep Lumut, sedangkan bagi guru dan sekolah sebagai bahan pertimbangan alternatif untuk menerapkan model pembelajaran kooperatif di kelas serta dapat meningkatkan mutu lulusan sehingga dapat menciptakan lulusan yang kepeten dan mampu bersaing dengan lulusan dari sekolah lain. Subyek penelitian yaitu kelas VII-C dan VII-E di SMP Nusantara Bandung, subyek siswa masing-masing 24 orang. Metode penelitian yang digunakan adalah *quasi-eksperimen* dengan instrumen penelitian berupa soal *pre-test* dan *post-test*. Instrumen penelitian yang digunakan adalah tes kemampuan yang mengukur ranah kognitif berupa 20 soal pilihan ganda yang disesuaikan dengan pencapaian indikator pembelajaran yang sudah di uji cobakan sebelumnya. Setelah dilakukan *pretest* dan *posttest* peneliti melanjutkan dengan uji t dan diperoleh dengan hasil perbedaan yang signifikan. Berdasarkan hasil penelitian dan pembahasan dengan menggunakan uji t dimana $t_{hit} 3,13 > 2,68 t_{tab}$ dan berdasarkan nilai rata-rata antara *Cooperative Learning Type Jigsaw* yaitu 79 sedangkan metode Ceramah 72,6 pada konsep Lumut di SMP Nusantara Bandung. Dapat ditarik kesimpulan bahwa *Cooperative Learning Type Jigsaw* berbeda dengan metode ceramah serta *Cooperative Learning Type Jigsaw* lebih baik dibandingkan metode Ceramah. Berdasarkan Indeks Gain yaitu 0,65 dapat ditarik kesimpulan kembali bahwa peningkatan hasil belajar menggunakan *Cooperative Learning Type Jigsaw* dengan metode Ceramah termasuk ke dalam kategori sedang.

Kata kunci: Model Pembelajaran *Cooperative Learning Type Jigsaw*, Metode Ceramah, Hasil Belajar.

ABSTRAK

COMPARISON OF THE USE OF COOPERATIVE LEARNING TYPE JIGSAW WITH LECTURES AGAINST THE RESULTS OF STUDENT LEARNING ON THE CONCEPT OF MOSS

IRVAN KURNIAWAN

Preceptor : Dr. Carton, M.Pd., M.T., Drs. Otang Hidayat, M.Pd.

This study aimed at comparing the results between students learning the use of learning model Cooperative Learning methods with a Jigsaw Type lectures. This research is expected to enhance student learning outcomes on the sub concepts of Moss, as for the teachers and the school as a consideration of alternatives to implement cooperative learning model is processed and can improve the quality of graduates so that they can create kepeten and graduates who are able to compete with graduates from other schools. The subject of research that is of Class VII-C and VII-E in Junior High School students, the subject of Nusantara Bandung each of 24 people. The research method used was a quasi-experimental research instrument in the form of a question of pre-test and post-test. The research instrument used is a test that measures cognitive domain capability in the form of multiple choice 20 items tailored to the achievement of the learning indicators already tested cobakan previously. After a pretest and posttest researchers continue with test results obtained with t and a significant difference. Based on the results of the research and the discussion by using the test t where t hit $3.13 > 2.68$ t tab and based on the average value between the Cooperative Learning Type i.e. 79 while the method Jigsaw Lecture on the concept of 72.6 Moss Junior in Nusantara Bandung. Can be drawn the conclusion that Cooperative Learning methods with different Jigsaw Type lectures as well as Cooperative Learning Type better than the Jigsaw method lectures. Based on the index Gain i.e. 0.65 can be drawn the conclusion that increased learning results returned using Cooperative Learning methods with a Jigsaw Type Lectures included into the category of being.

Keywords: Cooperative Learning Type Jigsaw Lear, Teaching Methods, Results Learning