

ABSTRACT

This thesis entitled Effects of Application of Cooperative Learning Model Talking Chips Against Student Learning Activities DI SMKN 4 Bandung. The problem in this research is a method of learning that teachers use only lectures, so that students are passive in following the process of learning. The purpose of this study is (1) to determine differences in learning activities anatra graders experimental learning process using cooperative learning model talking chips with control class prior to treatment during the pretest, (2) to determine differences in the increased activity of learning among students experimental class the learning process using cooperative learning model talking chips with control class after treatment at the time of posttest. The method used in this study is quasi-experimental. The population in this study is a class X 4 MM SMKN Bandung 2015-2016 school year. The research samples are as much as two groups of classes of students of class X MM SMKN 4 Bandung randomly selected from the population. The instrument used in the research is a type of multiple-choice tests. Data analysis was performed using t-test by SPSS 20.0 for Windows is by using the Independent Sample t-Test. Based on the analysis of research data, obtained at the end of the test (post test) value of significance (2-tailed) was 0,000. Hence the significance value <0.05 , it can be concluded that there is a difference between learning activity grade students experiment with the learning process using cooperative learning model talking chips with control class prior to treatment during the pretest. While the increased activity of students in the control class categorized as low. This is evidenced by getting an average score of 7.38 that pretest results. After being given a treatment, the average score of posttest results increased in the amount of 8.63. Thus obtained N-gain control of learning activities in class that is equal to 0.164 ($0.164 > 0.05$) .. As the end of the study, the authors suggest to teachers in order to make learning more effective and fun so that the activities of learners can be increased.

Keywords: Model talking chips cooperative learning, student learning activities.