ABSTRACT

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This research is motivated by the results of student learning are unsatisfactory and does not meet the minimum criteria. The aimed of the research is to find out the increase of student learning result by using guided discovery learning model. The research uses pre-experimental method and the design is One-Group Pretest-Posttest Design. The population of the research is grade X IPA MA Plus Al-Munir with 30 students. The instruments used in this research are objective test that includes 20 test items, meanwhile affective domain and psychomotor domain are using assessment rubrics. Based on data analysis, the average value of pretest is 42.13 and the average value of postest is 78.53. The index value gain is 0.875 which belong to the high criteria, then based on the index value gain indicated that there are the increase in student learning result by using guided discovery learning. Hypothesis test results obtained $t_{hit} 14.42 > t_{tab} 2.04$, meaning that $H_0$ = rejected and $H_1$ = accepted that there are significant differences. The average value of affective domain is 79.66 with the criteria is good. The average value of psychomotor domain is 77.33 with the criteria is good. The results showed that the application of guided discovery learning can improve student learning result.

Keywords: Guided discovery learning, Virus, Learning Result