

*LEARNING TO IDENTIFY SOCIAL VALUE IN THE LEGEND TEXT USING
MIND MAPPING METHOD FOR THE STUDENTS OF SEVENTH GRADE AT
PELITA JUNIOR HIGH SCHOOL BANDUNG 2019/2020*

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ABSTRACT

Reading is one of important aspect in process to get information. Mind mapping methode is a creative way of thinking. It's related to the explanation above, the researchers is interested to do the research of Learning to Identify Social Value in The Legend Text using Mind Mapping Method for the Students of Seventh Grade at Pelita Junior High School Bandung 2019/2020. The formulation of the problem that the researchers submits such as; 1) can the researchers do activity to plan, implement, and evaluated learning to identify social value in the legend text using mind mapping method for the students of seventh grade at Pelita junior high school Bandung ?; 2) do the students of the seventh grade at Pelita junior high school to identify social velue in the legend text in accurate ?; 3) is mind mapping method effective used for the students of the seventh grade at Pelita junior high school Bandung in learning to identify social value in the legend text. The research method that the researchers used is pre-experimental design kind of the one grop pretest postest by research technique of literature review, pretest, test and analysis. The conclusion such as. (1) The researches can plan and implement learning to identify social value in the legend text using mind mapping method for the students seventh grade at Pelita junior high school Bandung. The result of score avarege palnning, implementation and evaluate of learning about 3,6 and 3,63. (2) The students of seventh grade at Pelita junior high school Bandung to identify social value in the legend text using mind mapping method corecclly. It can be proved from the result of average pretest is about 52,33 and average result postest ia about 69,5 while the difference is average pretest about 17,17. (3) Mind mapping method is effective used for the students of the seventh grade at Pelita junior high school Bandung in learning to identify social value in the legend text. It can be proved from the result of statistic count that shows $t_{\text{counth}} > t_{\text{table}}$, that is $128,13 > 2,042$ in level of trust 95% by free dagree 32. According to the fact, the researchers concludes that learning to identify social value in the legend text using mind mapping method that the researchers formulates in reaserch can be accepted.

Key words : Learning to identify, social value, the legend text, mind mapping method.