

ABSTRAK

Pemanfaatan Lingkungan Sekitar Melalui *Blended Learning* Terhadap Hasil Belajar Prakarya Ditinjau Dari Kemampuan Awal Peserta Didik Kelas VIII SMP Negeri 3 Amlapura.

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Penelitian ini bertujuan untuk mengetahui pengaruh pemanfaatan lingkungan sekitar melalui *blended learning* terhadap hasil belajar prakarya ditinjau dari kemampuan awal peserta didik. Penelitian eksperimen semu dilakukan melalui rancangan *treatment by level* 2 x 2 yang melibatkan populasi kelas VIII SMP Negeri 3 Amlapura Tahun Pelajaran 2022/2023 sebanyak 9 kelas (294 peserta didik). Sampel penelitian ini diambil menggunakan teknik *simple random sampling*, dimana sampel diperoleh melalui teknik undian terhadap kesembilan kelas yang sudah dinyatakan setara terlebih dahulu. Selanjutnya diperoleh empat anggota sampel yang diundi, yaitu dua kelas kelompok eksperimen dan dua kelas kelompok kontrol. Penentuan kemampuan awal peserta didik dilakukan dengan menggunakan nilai rata-rata kompetensi dasar pada materi sebelumnya di kelas VII Semester Ganjil Tahun Pelajaran 2020/2021. Sedangkan data hasil belajar dikumpulkan dengan tes hasil belajar. Analisis data menggunakan uji Anava Dua Jalur dan dilanjutkan dengan uji *Tukey*. Hasil penelitian menunjukkan bahwa, (1) hasil belajar prakarya peserta didik yang mengikuti pembelajaran dengan pemanfaatan lingkungan sekitar melalui *blended learning* lebih tinggi daripada peserta didik yang mengikuti pembelajaran tanpa pemanfaatan lingkungan sekitar melalui *blended learning* (2) terdapat interaksi antara model pembelajaran dan kemampuan awal terhadap hasil belajar prakarya, (3) hasil belajar prakarya antara peserta didik yang mengikuti pembelajaran dengan pemanfaatan lingkungan sekitar melalui *blended learning* lebih tinggi dibandingkan dengan peserta didik yang mengikuti pembelajaran tanpa pemanfaatan lingkungan sekitar melalui *blended learning* pada kelompok peserta didik dengan kemampuan awal tinggi, (4) hasil belajar prakarya antara peserta didik yang mengikuti pembelajaran dengan pemanfaatan lingkungan sekitar melalui *blended learning* lebih rendah pada peserta didik yang mengikuti pembelajaran tanpa pemanfaatan lingkungan sekitar melalui *blended learning* pada kelompok peserta didik dengan kemampuan awal rendah.

Kata kunci: blended learning, pemanfaatan lingkungan sekitar, hasil belajar prakarya, kemampuan awal.

ABSTRACT

Utilization of the Surrounding Environment through Blended Learning on Craft Learning Outcomes in View of the Initial Ability of Class VIII Students of SMP Negeri 3 Amlapura.

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This study aims to determine the effect of using the surrounding environment through blended learning on craft learning outcomes in terms of students' initial abilities. This quasi-experimental research was carried out using a treatment by level 2 x 2 design involving a population of class VIII students at SMP Negeri 3 Amlapura for the 2022/2023 academic year consisting of 9 classes (294 students). The sample for this study was taken using a simple random sampling technique, where the sample was obtained through a lottery technique for nine classes which had been declared the same before. Furthermore, four sample members were taken, namely two experimental group classes and two control group classes. Determination of students' initial abilities is carried out using the average value of basic competencies in the previous material in class VII Odd Semester 2020/2021 Academic Year. While the learning outcomes data is collected by learning outcomes tests. Data analysis used the Two Way Anava test and continued with the Tukey test. The results showed that, (1) the learning outcomes of students who participated in crafts by utilizing the surrounding environment through blended learning were higher than students who participated in learning without utilizing the surrounding environment through blended learning (2) there was an interaction between the learning model and the initial ability to craft learning outcomes, (3) the craft learning outcomes of students who take part in learning by utilizing the surrounding environment through blended learning are higher compared to students who take part in learning without utilizing the surrounding environment through blended learning in groups of students with high initial abilities, (4) the results of craft learning in students participating in learning by utilizing the surrounding environment through blended learning it is lower for students who take part in learning without utilizing the surrounding environment through blended learning in groups of students with low initial abilities.

Keywords: blended learning, use of the surrounding environment, craft learning outcomes, early skills.