

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF
TIPE *PICTURE AND PICTURE* BERBANTUAN PERMAINAN
TRADISIONAL SEPIT-SEPITAN TERHADAP KARAKTER
TANGGUNG JAWAB SISWA SD KELAS IV DI GUGUS I
KECAMATAN MANGGIS**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *picture and picture* berbantuan permainan tradisional sepit-sepitan terhadap karakter tanggung jawab siswa kelas IV SD di Gugus I Kecamatan Manggis. penelitian merupakan penelitian semu (quasi eksperimen) dengan desain *non equivalent control group design*. Populasi dalam penelitian ini adalah siswa kelas IV SD Gugus I Kecamatan Manggis sebanyak 116 siswa. pengambilan sampel dilakukan dengan teknik *cluster random sampling* dan diperoleh sampel yaitu siswa IV SD Negeri 3 Tenganan sebagai kelompok eksperimen dengan jumlah siswa sebanyak 17 orang dan siswa SD Negeri 1 Tenganan sebagai kelompok kontrol dengan jumlah siswa sebanyak 13 orang. Metode pengumpulan data dilakukan dengan menggunakan lembar observasi karakter tanggung jawab skala dikotomi yang terdiri dari Terlihat dan Tidak Terlihat. Data hasil penelitian dianalisis dengan teknik analisis statistik Uji-t. Hasil analisis data diperoleh bahwa persentase skor rata-rata *Post-test* karakter tanggung jawab dalam pembelajaran Pendidikan Pancasila kelompok eksperimen yaitu 55,69% berada pada kategori cukup sedangkan rata-rata karakter tanggung jawab siswa kelompok kontrol yaitu 40% berada pada kategori buruk. Hasil analisis uji-t diperoleh t_{hitung} adalah 2,90 dengan taraf signifikansi 5% didapatkan t_{tabel} adalah 2,048. Dengan kata lain $t_{hitung} = 2,90 > t_{tabel} = 2,048$ sehingga H_0 ditolak dan H_1 diterima. Maka dapat disimpulkan bahwa model pembelajaran kooperatif tipe *picture and picture* berbantuan permainan tradisional sepit-sepitan berpengaruh terhadap karakter tanggung jawab siswa dalam pembelajaran Pendidikan Pancasila siswa kelas IV SD di Gugus I Kecamatan Manggis.

Kata Kunci: Model Pembelajaran Kooperatif Tipe *Picture and Picture*, Permainan Tradisional Sepit-sepitan, Karakter Tanggung Jawab

**THE EFFECT OF THE PICTURE AND PICTURE COOPERATIVE
LEARNING MODEL, ASSISTED BY THE TRADITIONAL GAME "SEPIT-
SEPITAN," ON THE RESPONSIBILITY CHARACTER OF GRADE IV
ELEMENTARY SCHOOL STUDENTS IN GUDUS I, MANGGIS DISTRICT**

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ABSTRACT

This study aims to determine the effect of the picture and picture cooperative learning model, assisted by the traditional game "Sepit-Sepitan," on the responsibility character of grade IV elementary school students in GUDUS I, Manggis District. This study is a quasi-experimental study with a non-equivalent control group design. The population in this study was 116 grade IV elementary school students in GUDUS I, Manggis District. Sampling was conducted using cluster random sampling technique and obtained samples, namely students IV of SD Negeri 3 Tenganan as an experimental group with a total of 17 students and students of SD Negeri 1 Tenganan as a control group with a total of 13 students. The data collection method was carried out using a dichotomous scale responsibility character observation sheet consisting of Visible and Invisible. The research data were analyzed using the t-test statistical analysis technique. The results of the data analysis showed that the percentage of the average score of the Post-test of the responsibility character in Pancasila Education learning in the experimental group, namely 55.69%, was in the sufficient category, while the average responsibility character of the control group students, namely 40%, was in the poor category. The results of the t-test analysis obtained tcount is 2.90 with a significance level of 5% obtained ttable is 2.048. In other words, $t_{count} = 2.90 > t_{table} = 2.048$ so that H_0 is rejected and H_1 is accepted. Therefore, it can be concluded that the picture and picture cooperative learning model, supported by the traditional game "Sepit-Sepitan," has an impact on the character of responsibility in learning Pancasila Education for fourth-grade elementary school students in Cluster I, Manggis District.

Keywords: *Picture and Picture Cooperative Learning Model, Traditional Game "Sepit-Sepitan," Character of Responsibility*