

**PENGARUH MODEL PEMBELAJARAN *MAKE A MATCH*
BERBANTUAN *PUZZLE* TERHADAP MOTIVASI BELAJAR
MATEMATIKA SISWA KELAS VII**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui apakah motivasi belajar matematika siswa kelas VII di SMP Negeri 1 Semarang yang dibelajarkan dengan model pembelajaran *make a match* berbantuan *puzzle* lebih baik daripada kelas yang dibelajarkan dengan model pembelajaran konvensional. Penelitian ini merupakan penelitian eksperimen semu dengan desain penelitian *posttest only control group design*. Populasi penelitian ini siswa kelas VII SMP Negeri 1 Semarang tahun ajaran 2024/2025. Dengan menggunakan teknik *cluster random sampling* diperoleh siswa kelas VII F sebagai kelompok eksperimen dan kelas VII I sebagai kelompok kontrol. Instrumen utama penelitian berupa angket motivasi belajar matematika, didukung oleh tes hasil belajar sebagai instrumen pendukung. Berdasarkan hasil penelitian yang telah dilakukan didapatkan hasil bahwa kelas eksperimen memiliki rata-rata skor *posttest* sebesar 132,02, sedangkan kelas kontrol memperoleh rata-rata skor sebesar 108,25. Hasil uji hipotesis yang menggunakan uji Independent Sample T-test dengan taraf signifikansi 5% didapatkan hasil bahwa $t_{hitung} = 13,585$ dan $t_{tabel} = 1,664$. Dengan demikian H_0 ditolak dan H_1 diterima. Hal ini berarti bahwa motivasi belajar matematika siswa kelas VII di SMP Negeri 1 Semarang yang diterapkan model pembelajaran *make a match* berbantuan *puzzle* lebih baik daripada kelas yang menerapkan model pembelajaran konvensional. Adanya perbedaan motivasi belajar antara kelas eksperimen dan kelas kontrol juga berdampak pada hasil belajar siswa. Hasil analisis *posttest* hasil belajar menunjukkan bahwa siswa di kelas eksperimen memperoleh rata-rata hasil belajar yang lebih tinggi dibandingkan siswa di kelas kontrol. Hal ini memperkuat bahwa penerapan model pembelajaran *make a match* berbantuan *puzzle* efektif dalam meningkatkan motivasi sekaligus memberikan dampak positif secara tidak langsung terhadap pencapaian hasil belajar siswa.

Kata Kunci: model pembelajaran *make a match*, motivasi belajar matematika, *puzzle*.

**THE EFFECT OF THE MAKE A MATCH LEARNING MODEL
ASSISTED BY PUZZLES ON THE MATHEMATICS LEARNING
MOTIVATION OF SEVENTH GRADE STUDENTS**

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ABSTRACT

This study aims to determine whether the mathematics learning motivation of seventh-grade students at SMP Negeri 1 Semarang who are taught using the Make a Match learning model assisted by puzzles is better than that of students taught using a conventional learning model. This research is a quasi-experimental study with a posttest-only control group design. The population of this study consists of seventh-grade students at SMP Negeri 1 Semarang in the 2024/2025 academic year. Using the cluster random sampling technique, class VII F was selected as the experimental group and class VII I as the control group. The main instrument used in this study was a questionnaire on mathematics learning motivation, supported by a learning achievement test as a supplementary instrument. Based on the research results, it was found that the experimental class had an average posttest score of 132.02, while the control class had an average score of 108.25. The hypothesis test using the Independent Sample T-test at a 5% significance level showed that $t_{count} = 13.585$ and $t_{table} = 1.664$. Therefore, H_0 is rejected and H_1 is accepted. This means that the mathematics learning motivation of seventh-grade students at SMP Negeri 1 Semarang who were taught using the Make a Match learning model assisted by puzzles is better than that of students taught using the conventional learning model. The difference in learning motivation between the experimental and control classes also affected student learning outcomes. The posttest analysis of learning achievement showed that students in the experimental class achieved a higher average score than those in the control class. This reinforces the conclusion that the application of the Make a Match learning model assisted by puzzles is effective in increasing learning motivation while also having a positive indirect impact on students' learning achievement.

Keywords: make a match learning model, mathematics learning motivation, puzzle.