

**PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *SCRAMBLE*
BERBANTUAN MEDIA KARTU GAMBAR TERHADAP HASIL
BELAJAR IPA KELAS IV SDN GUGUS VI KECAMATAN
SAWAN KABUPATEN BULELENG
TAHUN PELAJARAN 2019/2020**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran kooperatif tipe *scramble* berbantuan media kartu gambar terhadap hasil belajar IPA kelas IV SDN Gugus VI Kecamatan Sawan Kabupaten Buleleng Tahun Pelajaran 2019/2020. Jenis penelitian ini adalah eksperimen semu dengan rancangan *nonequivalent post-test only control group design*. Populasi penelitian ini adalah seluruh siswa kelas IV SDN Gugus VI Kecamatan Sawan Kabupaten Buleleng yang berjumlah 96 siswa. Pengambilan sampel menggunakan teknik *simple random sampling*. Sampel penelitian ini yaitu siswa kelas IV SDN 8 Sangsit yang berjumlah 26 siswa sebagai kelompok eksperimen dan siswa kelas IV SDN 4 Sangsit yang berjumlah 22 siswa sebagai kelompok kontrol. Data hasil belajar IPA dikumpulkan dengan metode tes. Instrumen yang digunakan berupa tes objektif pilihan ganda. Data dianalisis dengan menggunakan analisis statistik deskriptif dan analisis statistik inferensial yaitu uji-t dengan rumus *polled varians*. Hasil menunjukkan nilai $t_{hitung} (8,53) > t_{tabel} (2,000)$. Berdasarkan hasil penelitian tersebut, dapat disimpulkan bahwa model pembelajaran kooperatif tipe *Scramble* berbantuan media kartu gambar berpengaruh positif terhadap hasil belajar IPA kelas IV SDN Gugus VI Kecamatan Sawan Kabupaten Buleleng Tahun Pelajaran 2019/2020.

Kata-kata kunci: hasil belajar, *scramble*, kartu gambar

ABSTRACT

Science learning today can be said to be less effective. That is because the application of innovative learning models has not been maximized that can stimulate active students in the learning process, so that it will have an impact on student learning outcomes. The purpose of this study is to prove whether there is a significant influence of *scramble* type cooperative learning model assisted by picture card media on of grade fourth elementary school. This type of research is quasi experimental research with a non-equivalent post-test control group design only. The population in this study amounted to 96 students. Samples were taken using a random sampling technique with a total sample of 48 students. Science learning outcomes data collected by the test method is multiple choice tests. Based on the results of descriptive data analysis, the average science learning outcomes in the 21 experimental class were in the very high category and in the control class were 12,46 in the moderate category. The results of inferential statistical analysis showed that the t_{count} was 8,53 and t_{table} with $df = 46$ at a significance level of 5% of 2,000. The results of this study prove that the *scramble* type cooperative learning model assisted by picture card media has an influence on the learning outcomes of Natural Sciences. With the *scramble* type cooperative learning model assisted by picture card media, it can be used as a guide or reference for teachers in designing the learning process, especially in science learning.

Keywords: learning outcomes, *scramble*, picture card