

PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *MAKE A MATCH* BERBANTUAN MEDIA KARTU TERHADAP MOTIVASI DAN HASIL BELAJAR

Oleh

Ni Putu Meandayani Antari, NIM 2211031265

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya motivasi serta hasil belajar Pendidikan Pancasila siswa sekolah dasar pada kegiatan pembelajaran. Penelitian ini bertujuan untuk menguji pengaruh model pembelajaran kooperatif tipe *Make a Match* berbantuan media kartu terhadap motivasi dan hasil belajar Pendidikan Pancasila siswa kelas III. Penelitian ini merupakan penelitian *quasi experiment* dengan rancangan design *non-equivalent pre-test post-test control group*. Sampel penelitian ini terdiri dari 72 yang terbagi menjadi kelompok eksperimen dan kelompok kontrol. Pengumpulan data motivasi dilakukan melalui angket sedangkan data hasil belajar didapatkan melalui tes pilihan ganda. Data analisis yang digunakan adalah statistik deskriptif dan statistik inferensial yang dilakukan setelah memenuhi uji prasyarat. Hasil memperlihatkan bahwa model pembelajaran kooperatif tipe *make a match* berbantuan media kartu terhadap motivasi dan hasil belajar siswa berpengaruh signifikan secara simultan terhadap motivasi dan hasil belajar Pendidikan Pancasila siswa kelas III. Oleh karena itu, model pembelajaran dinyatakan efektif digunakan untuk meningkatkan motivasi dan hasil belajar siswa sekolah dasar.

Kata Kunci: Kooperatif *Make a Match*, Pendidikan Pancasila, Media Kartu.

***THE EFFECT OF THE MAKE A MATCH TYPE COOPERATIVE
LEARNING MODEL USING CARD MEDIA ON MOTIVATION AND
LEARNING OUTCOMES***

By

Ni Putu Meandayani Antari, ID 2211031265

Elementary School Teacher Education Study Program

Departement of Elementary Education

ABSTRACT

This study was motivated by the low learning motivation and learning outcomes of elementary school students during the learning process. The study aimed to analyze the effect of the kooperatif learning tipe Make a Match model assisted by card media on student's learning motivation and learning outcomes. A quasi-experimental design with a non-equivalent pre-test post-test control group was employed. The sample consisted of 72 students who were divided into an experimental group and a control group. Learning motivation data were collected using a questionnaire while learning outcomes data were obtained through an objective test that had been tested for validity, difficulty level, discrimination index, and reliability for tes objective. The data were analyzed using inferential statistical analysis after fulfilling prerequisite test. The results indicated that the implementation of the kooperatif learning tipe Make a Match model assisted by card media had a significant effect on students' learning motivation and learning outcomes compared to conventional learning. The learning model also increased student's engagement during classroom activities. Based on the findings, it was concluded that the kooperatif learning tipe Make a Match model assisted by card media was effective improving students' learning motivation and learning outcomes in elementary school.

Keywords: Cooperative Make a match, Pancasila Education, Flashcard.