

**PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE MAKE A MATCH AND GAME
UNTUK MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SEJARAH SISWA KELAS XI E
SMAN 2 SINGARAJA SEMESTER GANJIL TAHUN AJARAN 2025/2026**

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ABSTRAK

Penelitian ini bertujuan untuk: (1) menganalisis peningkatan motivasi belajar siswa kelas XI E SMA Negeri 2 Singaraja semester ganjil tahun ajaran 2025/2026 melalui penerapan model pembelajaran kooperatif tipe Make a Match and Game pada mata pelajaran Sejarah; (2) menganalisis peningkatan hasil belajar siswa kelas XI E SMA Negeri 2 Singaraja semester ganjil tahun ajaran 2025/2026 setelah diterapkannya model pembelajaran kooperatif tipe Make a Match and Game; serta (3) mendeskripsikan respons siswa terhadap penerapan model pembelajaran kooperatif tipe Make a Match and Game dalam pembelajaran Sejarah.

Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK) yang dilaksanakan melalui empat tahapan, yaitu perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Penelitian berlangsung dalam dua siklus dengan melibatkan 40 siswa kelas XI E SMA Negeri 2 Singaraja sebagai subjek penelitian. Data mengenai motivasi belajar diperoleh melalui penyebaran angket motivasi, sedangkan data hasil belajar dikumpulkan menggunakan tes pada akhir setiap siklus. Adapun respons siswa terhadap proses pembelajaran dihimpun melalui angket respons.

Hasil penelitian menunjukkan bahwa penerapan model pembelajaran kooperatif tipe Make a Match and Game mampu meningkatkan motivasi maupun hasil belajar siswa. Peningkatan motivasi belajar terlihat dari jumlah skor yang semula sebesar 1.025 dengan rata-rata 25,62 pada siklus I menjadi 1.532 dengan rata-rata 38,30 pada siklus II. Hasil belajar siswa juga mengalami peningkatan, ditunjukkan oleh kenaikan nilai rata-rata dari 79,81 pada siklus I menjadi 86,45 pada siklus II dengan persentase ketuntasan belajar mencapai 100%. Selain itu, respons siswa terhadap penerapan model pembelajaran tersebut berada pada kategori sangat positif, yang ditunjukkan oleh peningkatan skor rata-rata respons dari 20,75 pada siklus I menjadi 29,27 pada siklus II.

Berdasarkan temuan tersebut, dapat disimpulkan bahwa penerapan model pembelajaran kooperatif tipe Make a Match and Game efektif dalam meningkatkan motivasi belajar, hasil belajar, serta memperoleh respons yang sangat positif dari siswa pada pembelajaran Sejarah di kelas XI E SMA Negeri 2 Singaraja semester ganjil tahun ajaran 2025/2026.

Kata kunci: *Make a Match*, Game Pembelajaran, Motivasi Belajar, Hasil Belajar, Pembelajaran Sejarah.

THE IMPLEMENTATION OF THE MAKE A MATCH AND GAME COOPERATIVE LEARNING MODEL TO IMPROVE LEARNING MOTIVATION AND OUTCOMES IN HISTORY FOR GRADE XI E STUDENTS AT SMAN 2 SINGARAJA DURING THE ODD SEMESTER OF THE 2025/2026 ACADEMIC YEAR

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ABSTRACT

This research aims to: (1) analyze the improvement of learning motivation among Grade XI E students at SMA Negeri 2 Singaraja during the odd semester of the 2025/2026 academic year through the implementation of the Make a Match and Game cooperative learning model in History subject; (2) analyze the improvement of learning outcomes of Grade XI E students at SMA Negeri 2 Singaraja during the odd semester of the 2025/2026 academic year after implementing the Make a Match and Game cooperative learning model; and (3) describe the students' responses to the implementation of the Make a Match and Game cooperative learning model in History learning.

This research utilizes the Classroom Action Research (CAR) method, which was conducted in four stages: planning, acting, observing, and reflecting. The research was conducted in two cycles, involving 40 Grade XI E students at SMA Negeri 2 Singaraja as the research subjects. Data on learning motivation were obtained through the distribution of motivation questionnaires, while learning outcomes data were collected using tests at the end of each cycle. Meanwhile, students' responses to the learning process were gathered through a response questionnaire.

The results of the study indicate that the implementation of the Make a Match and Game cooperative learning model can improve both students' learning motivation and learning outcomes. The increase in learning motivation is evident from the total score, which initially stood at 1,025 with an average of 25.62 in Cycle I, rising to 1,532 with an average of 38.30 in Cycle II. Students' learning outcomes also improved, as demonstrated by the increase in the average score from 79.81 in Cycle I to 86.45 in Cycle II, with a learning mastery percentage reaching 100%. Furthermore, the students' responses to the implementation of the learning model fell into the highly positive category, indicated by the increase in the average response score from 20.75 in Cycle I to 29.27 in Cycle II.

Based on these findings, it can be concluded that the implementation of the Make a Match and Game cooperative learning model is effective in enhancing learning motivation and learning outcomes, as well as eliciting highly positive responses from students in History learning for Grade XI E students at SMA Negeri 2 Singaraja during the odd semester of the 2025/2026 academic year.

Keywords: *Make a Match, Educational Game, Learning Motivation, Learning Outcomes, History Learning.*