PENERAPAN PEMBELAJARAN DARING BERBASIS MODEL KONSTRUKSTIVISME MELALUI MEDIA TEKA-TEKI SILANG PADA MATERI POKOK PENGARUH AGAMA DAN KEBUDAYAAN ISLAM DI INDONESIA UNTUK MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SEJARAH SISWA KELAS X TATA BOGA SMK PURI WISATA PANCASARI TAHUN PELAJARAN 2021/2022

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ABSTRAK

Latar belakang penelitian ini karena terdapat masalah berupa motivasi dan hasil belajar dalam proses pembelajaran di kelas X Tata Boga SMKS Puri Wisata Panca Sari. Penelitian ini bertujuan; (1) Mengetahui peningkatan motivasi belajar siswa kelas X Tata Boga setelah penerapan pembelajaran daring berbasis model Konstruktivisme berbantu media teka – teki silang, (2) Mengetahui peningkatan hasil belajar siswa kelas X Tata Boga setelah penerapan pembelajaran daring berbasis model Konstruktivisme berbantu media teka – teki silang. Penelitian ini merupakan jenis Penelitian Tindakan Kelas. Tahap-tahap yang dilakukan dalam PTK yaitu (1) penentuan subjek penelitian, (2) membuat rencana tindakan, (3) melaksanakan tindakan, (4) observasi, (5) evaluasi dan refleksi. Hasil penelitian menunjukkan: (1) motivasi belajar siswa kelas X Tata Boga pada siklus I yaitu 36,36% mengalami peningkatan ketika siklus II sebesar 66,67% untuk kategori pilihan sangat setuju dan dengan demikian termasuk kategori "tinggi"; sedangkan (2) hasil belajar siswa kelas X Tata Boga pada siklus I meperoleh nilai rata-rata yaitu 68,48 dan ketuntasan belajar 24,24%, mengalami peningkatan pada siklus II dengan rata-rata 73,48 dengan ketuntasan belajar adaah 60,6% dengan kategori "sedang". Berdasakan penelitian ini tentu dapat diperlihatkan bahwa melalui penerapan pembelajaran daring berbasis model Konstruktivisme berbantu media teka – teki silang dapat meningkatkan motivasi dan hasil belajar siswa kelas X Tata Boga SMKS Puri Wisata Pancasari.

Kata Kunci: Konstruktivisme, Teka-teki silang, motivasi belajar, hasil belajar, pembelajaran sejarah.

ABSTRACT

The background of this research is because there are problems in the form of motivation and learning outcomes in the learning process in class X Catering at SMKS Puri Wisata Panca Sari. The aim of this study; (1) Knowing the increase in learning motivation of class X Catering after the application of online learning based on the Constructivism model with the help of crossword puzzles, (2) Knowing the improvement in the learning outcomes of class X Catering after the application of online learning based on the Constructivism model with the help of media puzzles cross. This research is a type of Classroom Action Research. The stages carried out in the CAR are (1) determining the research subject, (2) making an action plan, (3) implementing the action, (4) observing, (5) evaluating and reflecting. The results showed: (1) the learning motivation of class X Catering in the first cycle was 36.36%, it increased when the second cycle was 66.67% for the category of choice strongly agreed and thus included in the "high" category; while (2) the learning outcomes of class X Catering students in the first cycle got an average score of 68.48 and learning completeness was 24.24%, it increased in the second cycle with an average of 73.48 with learning mastery 60.6 % with "medium" category. Based on this research, it can certainly be shown that through the application of online learning based on the Constructivism model with the help of crossword puzzles, it can increase the motivation and learning outcomes of class X Catering SMKS Puri Wisata Pancasari.

Keyword: Constructivism, crossword puzzles, learning motivation, learning outcomes, history learning