

## **ABSTRACT**

### **THE INCREASED ACTIVITY AND LEARNING OUTCOMES OF CIVIC EDUCATION USING A MODEL OF SNAKE-LADDER GAME HELPED CARD QUESTION IN SMAN 1 TULANG BAWANG UDIK TULANG BAWANG BARAT**

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This study aimed to: (1) to determine the increased learning activity of civic education for students in class X2 by using a model of snake-ladder game helped card question. (2) to analyze the increasing of learning outcomes of civic education for students in class X2 by using a model of snake-ladder game helped card question. (3) to find out the differences of learning outcomes between using models snake-ladder game help card question in class X2, and the learning talkingsticks model in class X3. This study used a quantitative approach with pseudo experimental methods that researchers can divide an existing group without distinguishing between control and experimental group significantly while still referring to existing natural form. The design of study was *Pre-test post-test Control Group Design*. This design was a classic and traditional designs that implemented Random procedure on the participants to be placed into two groups. The Population was the 10<sup>th</sup> Grade on Even semester of SMAN 1 Tulang Bawang Udik academic year 2014/2015 as many as 3 classes. The samples taken using *Simple Random Sampling* Technique as many as 2 classes, namely class X2 and X3. Data collecting techniques in learning activities used observation sheets, while learning outcomes used the pre-test and post-test. Data analysis techniques

used t test to examine the effectiveness of the increased activity of learning by using a model of snake-ladder game and card question, while the increasing of learning outcomes used N-Gain. The results of this study concluded that (1) There was an increasing in learning activity of civic education by using a model of snake-ladder game helped card question. (2) There was a learning outcomes increasing of civic education by using a model of snake-ladder game helped card question. (3) There was the differences of learning outcomes between using models snake-ladder game helped card question in class X2, and using the learning talkingsticks model in class X3.

**Keywords:** Learning Activity, Learning Outcomes, Model of Snake-ladder Game Helped Card Question, Talkingstick.