ABSTRAK

STUDI PERBANDINGAN HASIL BELAJAR EKONOMI MENGGUNAKAN MODEL PEMBELAJARAN KOOPERATIF TIPE *COOPERATIVE SCRIPT*, *JIGSAW*, DAN *EVERYONE IS A TEACHER HERE* DENGAN MEMPERHATIKAN MOTIVASI BERPRESTASI SISWA KELAS X SMA NEGERI 17 BANDAR LAMPUNG TAHUN PELAJARAN 2018/2019

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Tujuan penelitian ini yaitu untuk mengetahui perbedaan hasil belajar ekonomi, interaksi penggunaan model pembelajaran *Cooperative Script*, *Jigsaw* dan *Everyone Is a Teacher Here* dengan memperhatikan motivasi berprestasi. Metode penelitian yang digunakan dalam penelitian ini adalah eksperimen semu dengan pendekatan komparatif. Pengumpulan data melalui lembar angket, soal tes dan dianalisis dengan rumus t-test dan ANAVA menggunakan perhitungan manual dan SPSS. Penelitian ini dilakukan di SMAN 17 Bandar Lampung dengan populasi sebanyak 5 kelas dan sampel 3 kelas yang ditentukan melalui *Cluster Random Sampling*. Hasil analisis data menunjukkan $F_{hitung} > F_{tabel}$ atau $3{,}176 > 3{,}11$ berarti ada perbedaan hasil belajar mengunakan model *Cooperative Script*, *Jigsaw* dan *Everyone Is a Teacher Here* dan $F_{hitung} > F_{tabel}$ atau $35{,}606 > 3{,}11$ berarti terdapat interaksi model pembelajaran dengan motivasi berprestasi.

Kata Kunci: hasil belajar, motivasi berprestasi, cs, jigsaw, eth

ABSTRACK

COMPARISON STUDY OF ECONOMIC STUDY RESULTS USING COOPERATIVE LEARNING MODEL TYPE COOPERATIVE SCRIPT, JIGSAW, AND EVERYONE IS A TEACHER HERE BY ATTENTION ACHIEVEMENT MOTIVATION CLASS X STUDENTS OF SENIOR HIGH SCHOOL 17 BANDAR LAMPUNG ACADEMIC YEAR 2018/2019

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The purpose of this research was to find out the difference of economic study result, interaction in CS learning model, Jigsaw, and ETH by seeing the achievement motivation. The Research method was quasi experiment by appraoching comparatively. Data collecting technique used in this research was questionnaire, test questions, and analysed by using t-test formula and ANOVA manually and SPSS. This research was done in SMAN 17 Bandar Lampung with the population 5 classes and 3 classes as samples which were determined through cluster random sampling. The result of the analysis showed F count > F table or $3.176 > 3.11$ which means there is difference study result through CS learning model, Jigsaw, and ETH and F count > F table or $35.606 > 3.11$ which means there is a learning model interaction with achievement motivation.

Keywords: study result, achievement motivation, cs, jigsaw, eth