ABSTRAK

PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE
SCRAMBLE* DENGAN MEDIA *QUESTION CARD
TERHADAP HASIL BELAJAR TEMATIK
KELAS V SDN 1 METRO TIMUR

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Masalah dalam penelitian ini yaitu rendahnya hasil belajar tematik peserta didik kelas V SDN 1 Metro Timur. Tujuan penelitian adalah untuk mengetahui pengaruh yang signifikan pada penerapan model pembelajaran kooperatif tipe *scramble* dengan media *question card* terhadap hasil belajar tematik. Jenis penelitian adalah penelitian eksperimen. Desain penelitian yang digunakan yaitu *non-equivalent control group design*. Populasi penelitian berujumlah 52 peserta didik. Sampel penelitian menggunakan sampel jenuh. Instrumen penelitian menggunakan soal tes pilihan jamak. Teknik analisis data menggunakan uji regresi sederhana. Hasil penelitian menunjukkan terdapat pengaruh yang signifikan pada penerapan model pembelajaran kooperatif tipe *scramble* dengan media *question card* terhadap hasil belajar tematik peserta didik dengan $F_{hitung} > F_{tabel}$ yaitu $23,08 > 4,26$ serta terdapat peningkatan pengetahuan (*N-Gain*) sebesar 0,53 dengan kriteria "Sedang".

Kata kunci: hasil belajar tematik, *question card, scramble*.

ABSTRACT

THE EFFECT OF COOPERATIVE LEARNING MODEL SCRAMBLE TYPE WITH MEDIA QUESTION CARD ON THEMATIC LEARNING OUTCOMES GRADE V OF ELEMENTARY SCHOOL 1 EAST METRO

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The problem of this research was the low thematic learning outcomes of students in grade V of elementary school 1 East Metro. The purpose of research was to know the significant effect on the application of cooperative learning model scramble type with media question card on thematic learning outcomes. The type of research was experiment research. The research design used non-equivalent control group design. The population in this research were to 52 students. The determination of research sample used saturated sample. The research instrument used multiple choice test. The data analysis technique used a simple regression test. The result showed there was a significant effect on the application of cooperative learning model scramble type with media question card on thematic learning outcomes with $F_{count} > F_{table}$ which was 23,08>4,26 and there was an increase knowledge (N-Gain) ability by 0,53 with criteria of "Medium".

***Keywords**: question card, scramble, thematic learning outcomes.*