ABSTRAK

PENGARUH MODEL *COOPERATIVE LEARNING* TIPE *TWO STAY TWO STRAY* DENGAN MEDIA IT TERHADAP HASIL BELAJAR TEMATIK SISWA KELAS V SD NEGERI 2 METRO SELATAN

Oleh

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Masalah dalam penelitian ini adalah rendahnya hasil belajar tematik siswa kelas V SD Negeri 2 Metro Selatan. Tujuan Penelitian untuk mengetahui pengaruh yang positif dan signifikan pada model *cooperative learning* tipe *two stay two stray* dengan media *Informaton and Technology* (IT) terhadap hasil belajar tematik siswa. Jenis penelitian adalah penelitian eksperimen dengan desain non equivalent grup design. Teknik pengumpulan data dilakukan dengan tes dan non tes. Teknik analisis data menggunakan independent sample *t-test*. Hasil penelitian menunjukkan terdapat pengaruh yang positif dan signifikan pada model *cooperative learning* tipe *two stay two stray* dengan media IT terhadap hasil belajar tematik, dengan hasil $t_{hitung} = 4{,}383 > t_{tabel} = 1{,}679$ dan untuk t_{tabel} ($\alpha = 0{,}05$).

Kata kunci: hasil belajar tematik, media berbasis IT, *two stay two stray.*

ABSTRACT

**THE EFFECT OF COOPERATIVE LEARNING MODEL STAY TWO
STRAY TYPE WITH IT MEDIA TOWARDS THEMATIC
LEARNING OUTCOMES CLASS V STUDENTS
SD 2 STATE METRO SELATAN**

By

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The problem in this study is the low thematic learning outcomes of fifth grade students of SD Negeri 2 Metro Selatan. Research Objectives to determine the positive and significant influence on cooperative learning models type two stay two stray with media Informaton and Technology (IT) on students' thematic learning outcomes. This type of research is experimental research with a non equivalent group design. Data collection techniques are done by tests and non-tests. Data analysis techniques using independent sample t-test. The results showed that there was a positive and significant influence on cooperative learning models of type two stay two stray with IT media on thematic learning outcomes, with the results of tcount = 4.383> t table = 1,679 and for t table (α = 0.05).

Keywords: IT-based media, thematic learning outcomes, two stay two stray.