

## ABSTRAK

### PENGARUH MODEL *ACTIVE LEARNING* DENGAN MEDIA *FLASH CARD* TERHADAP HASIL BELAJAR TEMATIK PESERTA DIDIK KELAS II SD NEGERI 10 METRO TIMUR

Oleh

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Masalah penelitian ini rendahnya hasil belajar peserta didik kelas II SD Negeri 10 Metro Timur. Tujuan penelitian adalah mengetahui pengaruh yang signifikan penerapan model *active learning* dengan media *flash card* terhadap hasil belajar tematik peserta didik kelas II SD Negeri 10 Metro Timur. Jenis penelitian ini adalah penelitian eksperimen. Desain penelitian yang digunakan yaitu *non-equivalent control group design*. Populasi penelitian berjumlah 45 orang peserta didik. Sampel penelitian ditentukan menggunakan *purposive sampling* dengan jumlah 22 orang peserta didik. Teknik pengumpulan data dilakukan dengan teknik tes dan nontes. Teknik analisis data menunjukkan terdapat pengaruh yang signifikan penerapan model *active learning* dengan media *flash card* terhadap hasil belajar tematik dengan *n-gain* 0,60 dalam katagori sedang, ditunjukkan dengan rumus *t-test pooled varians* bahwa data  $t_{hitung} = 2,530 > t_{tabel} = 2,021$  (dengan  $\alpha = 0,05$ ).

**Kata kunci:** *active learning*, *flash card*, hasil belajar tematik.

## ABSTRACT

### THE EFFECT OF ACTIVE LEARNING MODEL WITH FLASH CARD TO LEARNING OUTCOMES IN GRADE II SD NEGERI 10 EAST METRO

By

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*The problem of research is the low learning outcomes of second grade students of SD Negeri 10 Metro Timur. The purpose of the research was to know the significant effects on the application of the active learning model with flash card to the learning outcomes in grade II SD Negeri 10 East Metro. This type of research is experimental research. The research design used was non-equivalent control group design. The study population amounted to 45 students. The research sample was determined using purposive sampling with a total of 22 students. The technique of data collection is done by test and non-test techniques. Data analysis techniques that there were significant on the application of the active learning models with flash card media on thematic learning outcomes with n-gain 0.60 included in the medium category indicated by hypothesis testing using the pooled variance t-test formula obtained by data  $t_{count} = 2.530 > t_{table} = 2.021$  (with  $\alpha = 0.05$ ).*

**Keywords:** *active learning, flash card, learning outcomes, thematic.*