

## ABSTRAK

### **PENGEMBANGAN MODEL PEMBELAJARAN *BLENDED LEARNING* *TIPE FLIPPED CLASSROOM* BERBASIS *GOOGLE CLASSROOM* UNTUK MENINGKATKAN PRESTASI BELAJAR SOSIOLOGI SISWA PADA MATERI LEMBAGA SOSIAL DI KELAS X SMAN 1 TERBANGGI BESAR**

Oleh  
**AGRINA DARWIS**

Penelitian ini bertujuan untuk menganalisis: (1) potensi dan kondisi untuk mengembangkan model pembelajaran blended learning tipe flipped berbasis google classroom di SMAN 1 Terbanggi Besar, (2) Proses pengembangan model pembelajaran blended learning tipe flipped berbasis google classroom di SMAN 1 Terbanggi Besar, (3) karakteristik produk hasil dari pengembangan model pembelajaran blended learning tipe flipped berbasis google classroom di SMA 1 Terbanggi Besar; (4) efektifitas pengembangan model pembelajaran blended learning tipe flipped berbasis google classroom di SMA 1 Terbanggi Besar

Penelitian ini merupakan penelitian pengembangan dengan menggunakan desain 4D ( Define, Design, Develop and Desiminate). Subjek penelitian sebanyak 28 siswa kelas Xb di SMA N 1 Terbanggi Besar. Metode pengumpulan data menggunakan wawancara, angket, tes dan observasi.

Hasil penelitian menunjukkan bahwa : (1) potensi dan kondisi SMAN 1 Terbanggi Besar dari aspek kondisi dan sarana prasana sangat mendukung dikembangkan model pembelajaran blended learning tipe fliped berbasis goggle classroom. (2) proses pengembangan dilakukan oleh tim validasi ahli materi, media dan desain serta uji kelompok kecil menyatakan bahwa produk sangat layak digunakan, (3) karakteristik dari media ini dapat digunakan secara online yang dapat digunakan kapan saja, dimana saja, berbasis google classroom, semua bahan dan sumber belajar telah disusun sistematis sesuai CP dan indikator tujuan pembelajaran. (4) media ini efektif untuk meningkatkan prestasi belajar sosiologi siswa di SMA N 1 Terbanggi Besar berdasarkan Hasil posttest dengan hasil ketuntasan belajar siswa didapatkan data 92,85% siswa mengalami ketuntasan belajar yakni sebanyak 26 siswa dengah nilai rata rata postes 80,3 dengan kategori sedang.

**Kata kunci:** *model blended learning, goggle classroom, prestasi belajar, lembaga social.*

## ABSTRACT

### **DEVELOPMENT OF GOOGLE CLASSROOM-BASED BLENDED LEARNING MODEL FLIPPED CLASSROOM TO IMPROVE STUDENTS' SOCIOLOGY LEARNING ACHIEVEMENT IN SOCIAL INSTITUTIONS MATERIALS IN CLASS X SMAN 1 TERBANGGI BESAR**

By

**AGRINA DARWIS**

This study aims to analyze: (1) the potential and conditions for developing a google classroom-based flipped blended learning model at SMAN 1 Terbanggi Besar, (2) the process of developing a google classroom-based flipped blended learning model at SMAN 1 Terbanggi Besar, (3) product characteristics resulting from the development of a flipped type blended learning model based on google classroom at SMA 1 Terbanggi Besar; (4) the effectiveness of the development of a flipped type blended learning model based on google classroom at SMA 1 Terbanggi Besar.

This research is a development research using 4D design (Define, Design, Develop and Dessiminate). The research subjects were 28 students of class Xb at SMA N 1 Terbanggi Besar. Methods of data collection using data documentation, observation and interviews.

The results showed that: (1) the potential and conditions of SMAN 1Terbanggi Besar from the aspect of conditions and infrastructure are very supportive for the development of a flipped type blended learning model based on goggle classroom. (2) the development process is carried out by a team of material, media and design expert validation as well as small group tests stating that the product is very feasible to use, (3) the characteristics of this media can be used online which can be used anytime, anywhere, based on google classroom, all learning materials and resources have been arranged systematically according to CP and indicators of learning objectives. (4) this media is effective for improving students' sociology learning achievement at SMA N 1 Terbanggi Besar based on the results of the posttest with the results of student learning completeness, it was found that 92.85% of students experienced learning mastery, namely as many as 26 students with an average post-test score of 80.3 with the category currently.

**Keywords:** blended learning model, goggle classroom, learning achievement, social institutions