

ABSTRAK

PENGARUH MODEL PEMBELAJARAN KOOPERATIF TIPE *SCRAMBLE* BERBANTUAN MEDIA *CROSSWORD PUZZLE* DAN *QUESTION CARD* TERHADAP HASIL BELAJAR BAHASA INDONESIA PESERTA DIDIK KELAS V

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Penelitian ini berfokus pada rendahnya hasil belajar Bahasa Indonesia peserta didik kelas V sekolah dasar yang disebabkan oleh beberapa faktor, diantaranya penerapan model pembelajaran yang kurang bervariasi dalam pembelajaran Bahasa Indonesia. Tujuan penelitian ini untuk mengetahui: 1) pengaruh model kooperatif tipe *scramble* berbantuan media *crossword puzzle*, 2) pengaruh model kooperatif tipe *scramble* berbantuan media *question card*, 3) perbedaan pengaruh antara model kooperatif tipe *scramble* berbantuan media *crossword puzzle* dan *question card* terhadap hasil belajar Bahasa Indonesia peserta didik kelas V sekolah dasar. Jenis penelitian adalah penelitian kuantitatif dengan metode penelitian eksperimen. Desain penelitian yang digunakan yaitu *non-equivalent control group design*. Penentuan sampel penelitian menggunakan teknik sampel jenuh yang terdiri dari kelas eksperimen sebanyak 29 dan kelas kontrol sebanyak 29. Teknik pengumpulan data menggunakan teknik tes berupa pilihan jamak menggunakan soal yang sama antara *pretest* dan *posttest*. Hasil penelitian menunjukkan bahwa *n-gain score* pada kelas eksperimen menunjukkan nilai = 0,709 dan pada kelas kontrol menunjukkan nilai = 0,542. Persentase peningkatan pada kelas eksperimen lebih tinggi dari kelas kontrol yaitu $0,709 > 0,542$, yang artinya penerapan model pembelajaran *scramble* berbantuan media *crossword puzzle* pada kelas eksperimen lebih efektif dibandingkan dengan penggunaan media *question card* pada kelas kontrol.

Kata kunci: *crossword puzzle*, hasil belajar, *scramble*, *question card*.

ABSTRACT

THE INFLUENCE OF SCRAMBLE TYPE COOPERATIVE LEARNING MODEL ASSISTED BY CROSSWORD PUZZLE AND QUESTION CARDS MEDIA ON THE LEARNING OUTCOMES OF INDONESIAN LANGUAGE OF FIFTH GRADE STUDENTS

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This research focuses on the low learning outcomes of Indonesian language students of fifth grade elementary school which was caused by several factors, including the application of less varied learning models in learning Indonesian. The purpose of this study was to determine: 1) the effect of the scramble type cooperative model assisted by crossword puzzle media, 2) the effect of the scramble type cooperative model assisted by question card media, 3) the difference in influence between the scramble type cooperative model assisted by crossword puzzle media and question cards on the learning outcomes of Indonesian language students of fifth grade of elementary school. The type of research is quantitative research with an experimental research method. The research design used is a non-equivalent control group design. The determination of the research sample used a saturated sample technique consisting of 29 experimental classes and 29 control classes. The data collection technique used a multiple choice test technique using the same questions between the pretest and posttest. The results of the study showed that the n-gain score in the experimental class showed a value = 0,709 and in the control class the showed a value = 0,542. The percentage of improvement in the experimental class was higher than the control class, which was $0,709 > 0,542$, which means that the application of the scramble learning model assisted by crossword puzzle media in the experimental class was more effective than the use of question card media in the control class.

Keywords: crossword puzzle, learning outcomes, scramble, question card.