

ABSTRAK

Valentina Titik Sugiyanti, 2010. Penerapan Permainan Pohon Uang Untuk Meningkatkan Hasil Belajar dan Menumbuhkan Sikap Positif, Serta Motivasi Belajar Siswa Dalam Pembelajaran Matematika Pada Topik Aritmetika Sosial di Kelas VII SMP Yos Sudarso Cigugur, Kuningan, Jawa Barat Tahun Ajaran 2010/2011. Program Studi Pendidikan Matematika, Jurusan Pendidikan Matematika dan Ilmu Pengetahuan Alam, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma Yogyakarta.

Penelitian ini bertujuan (1) untuk mengetahui sejauh mana model pembelajaran dengan permainan pohon uang dapat meningkatkan hasil belajar siswa, (2) untuk mengetahui apakah model pembelajaran matematika dengan permainan Pohon Uang dapat menumbuhkan sikap positif siswa dalam belajar matematika, (3) untuk mengetahui sejauh manakah motivasi belajar siswa secara umum mengikuti proses pembelajaran dan secara khusus mengikuti pembelajaran matematika dengan penerapan permainan Pohon Uang.

Subyek penelitian ini adalah siswa kelas VIIB SMP Yos Sudarso Cigugur, Kuningan dengan jumlah siswa sebanyak 35 siswa. Penelitian ini dilaksanakan pada semester 1 tahun pelajaran 2010/2011 dengan materi Aritmetika Sosial. Jenis penelitian ini adalah penelitian pra-eksperimental. Penelitian berlangsung selama kurang lebih satu bulan. Sebelum penelitian dilaksanakan pretest dan sesudah penelitian dilaksanakan posttest. Dalam penelitian ini dilakukan 4 tahapan permainan Pohon Uang, disertai kegiatan pembelajaran melalui pengerjaan LKS dan pembahasannya. Data yang dibutuhkan dalam penelitian ini adalah data hasil belajar siswa, data sikap positif belajar siswa, dan data motivasi belajar siswa. Data sikap positif siswa diperoleh melalui pengamatan dengan lembar observasi dan angket sikap positif belajar siswa. Pengamatan selama proses pembelajaran dilakukan oleh peneliti, guru bidang studi, dan tiga observer yang membantu penelitian. Pengambilan data motivasi belajar diperoleh melalui angket. Sedangkan wawancara digunakan peneliti sebagai proses triangulasi data sikap positif dan motivasi belajar siswa.

Hasil penelitian menunjukkan bahwa (a) Hasil belajar siswa dalam mengikuti pembelajaran matematika dengan penerapan permainan Pohon Uang meningkat. Hal ini nampak dari nilai rata-rata kelas, berdasar nilai pretest nilai rata-rata adalah 2,45 dan posttest adalah 5,24. Jika didasarkan pada pedoman standar nilai KKM sekolah, pada saat pretest tidak ada siswa yang mengalami ketuntasan. Sedangkan saat posttest ada 12 siswa yang berhasil mencapai KKM. (b) Berdasarkan hasil angket sikap belajar siswa dan observasi yang dilaksanakan selama penelitian dapat dikatakan bahwa penerapan permainan Pohon Uang dalam pembelajaran matematika cukup mampu menumbuhkan sikap positif siswa dalam pembelajaran matematika. Hal ini nampak dari siswa yang terlihat bersemangat dan senang saat mengikuti permainan, berpartisipasi aktif dalam diskusi yang dilakukan, berani menjawab pertanyaan yang diberikan guru, dan mengerjakan tugas-tugas yang diberikan selama pembelajaran. (c) Motivasi belajar siswa dalam mengikuti pembelajaran matematika secara keseluruhan, secara umum dalam mengikuti pembelajaran matematika, dan secara khusus dalam mengikuti pembelajaran matematika dengan penerapan permainan Pohon Uang adalah tinggi. Hal ini nampak dari

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siswa yang bersemangat untuk terlibat dalam usaha memenangkan permainan, dan memiliki motivasi untuk bertanya kepada guru atau teman jika mengalami kesulitan sehingga siswa tidak mudah putus asa.



ABSTRACT

Valentina Titik Sugiyanti, 2010. *The Implementation of the Money Tree Game to Increase Learning Achievement and to Develop Positive Attitudes, and Students' Learning Motivation in Mathematics on the Topic Social Arithmetic in Grade VII of SMP Yos Sudarso Cigugur, Kuningan, West Java in the Academic Year 2010/2011. Mathematics Education Study Program, Departement of Mathematics and Science Education, Faculty of Teacher Training and Education Teaching, Sanata Dharma University, Yogyakarta.*

The objective of the research was (1) to find out “how can learning method with Money Tree Game improve students’ learning achievement”, (2) to find out “can mathematics learning method with Money Tree Game develop students’ positive attitude in learning Mathematics”, (3) to find out “how is the students’ learning motivation generally to follow the learning process and specifically to follow mathematics learning with Money Tree game implementation”.

The research subject was Class VIIB students of SMP Yos Sudarso Cigugur, Kuningan with 35 students. The research was conducted in first semester in the academic year 2010/2011 with Social Aretmatika Material. This method is categorized as Pra-experimental research design. The research was conducted for about a month. Before the research, pre-test was conducted and after the research, post-test was conducted. There were 4 steps of Money Tree game in the research, with learning process through working on LKS and the discussion. Data needed in the research were data of students’ learning achievement, data of students’ positive attitude in learning, and data of students’ learning motivation. Data of students’ positive attitude was obtained through observation with observation sheet and students’ positive attitude questionnarie. The observation during learning and teaching process was conducted by the researcher, the teacher of lesson concerned, and three observers who helped the research. The data collection of learning motivation was obtained by questionnaire. On the other hand, the interview was used by the researcher as the data triangulation process of students’ positive attitude and learning motivation.

The result of research showed (a) Students’ learning achievement improved in mathematics learning with Money Tree game. It was apparent from class average score, based on pre test score, the average score was 2, 45 and post test was 5, 24. If it was based on score standard manual of school KKM, in pre test, there was no student who got completeness. While in post test, there were 12 students who achieved KKM successfully. (b) Based on questionnaire result of students’ learning attitude and the observation done during the research can be concluded that the implementation of Money Tree game in Mathematics teaching and learning process was quite able to develop students’ positive attitude in Mathematics teaching and learning process. It was apparent from students who seemed to be enthusiastic and happy during the game, participated actively in the discussion, braved in answering the questions that was given by the teacher and did the assignments given during the teaching and learning process. (c) Students’ learning motivation in following Mathematics teaching and learning process wholly, generally in following Mathematics teaching and learning process, and especially in following Mathematics teaching and learning process with Money Tree game

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implementation was high. It was apparent from students who were enthusiastic to be involved in effort of winning the game, and had motivation to ask to teacher or friends if he or she hot difficulty so the students did not give up easily.

