

ABSTRAK

PENGUNAAN LKS DAN MEDIA PERMAINAN EDUKATIF ULAR TANGGA UNTUK MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SISWA PADA MATERI SISTEM PEREDARAN DARAH MANUSIA KELAS VIII SMP BOPKRI 1 WATES

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Penelitian dengan penggunaan LKS dan media permainan edukatif ular tangga diketahui dapat meningkatkan motivasi dan hasil belajar siswa. Hasil wawancara dengan guru Biologi diketahui bahwa motivasi dan hasil belajar siswa kelas VIII SMP BOPKRI 1 Wates pada pelajaran Biologi masih rendah pada materi Sistem Peredaran Darah Manusia.

Penelitian ini dilakukan dengan dua siklus, setiap siklus terdiri dari perencanaan, tindakan, observasi, evaluasi dan refleksi. Hal yang diukur dalam penelitian ini adalah motivasi belajar siswa, hasil belajar ranah kognitif dan hasil belajar ranah afektif.

Hasil dari penelitian menunjukkan motivasi belajar siswa pada siklus I mencapai kategori sangat baik dengan persentase 22,72% meningkat menjadi 77,28% di siklus II. Hasil belajar ranah kognitif siswa diperoleh skor rata-rata kelas mencapai 63,7 dengan persentase ketuntasan kelas mencapai 59% meningkat menjadi skor rata-rata kelas mencapai 95 dengan persentase ketuntasan kelas mencapai 90,90% di siklus II. Hasil belajar ranah afektif siswa mencapai kategori tinggi dengan persentase 81,2% meningkat menjadi persentase 95% di siklus II. Kesimpulan penelitian ini yaitu dengan penggunaan LKS dan media permainan edukatif ular tangga dapat meningkatkan motivasi dan hasil belajar siswa pada materi sistem peredaran darah manusia kelas VIII SMP BOPKRI Wates I.

Kata Kunci : LKS, permainan ular tangga, sistem peredaran darah manusia, motivasi belajar, hasil belajar

ABSTRACT

THE USE OF STUDENT WORKSHEET AND EDUCATIONAL MEDIA SNAKES AND LADDERS GAME TO INCREASE STUDENT'S MOTIVATION AND LEARNING OUTCOMES IN HUMAN BLOOD CIRCULATORY SYSTEM MATERIAL OF CLASS VIII SMP BOPKRI I WATES

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Research on the use of student worksheet and game educational media of snakes and ladders could improve the motivation and student learning outcomes. The results of the interview with Biology teacher mentioning that the motivation and learning outcomes of students of grade VIII SMP BOPKRI I Wateson Biology lessons were still low in human blood circulatory system material.

This study was conducted with two cycles, each cycle consisting of planning, action, observation, evaluation and reflection. The matter measured in this study was student's learning motivation, cognitive domain learning outcomes and affective domain learning outcomes.

The result of the research showed that the student's learning motivation in cycle I reached very good category with the percentage of 22,72% and increased to 77,28% in cycle II. For the student's cognitive learning outcomes, the average score of the class reached 63.7 with the percentage of class completeness reached 59%, with an increase to average grade scores to 95 and the percentage of class completeness reached 90.90% in cycle II. Affective domain learning outcomes of students reached high category with 81.2% percentage increasing to 95% in cycle II. The conclusion of this research was that using student worksheet and educational media of snakes and ladders game could increase student's motivation and learning outcomes in human blood circulatory system material of class VIII SMP BOPKRI Wates I.

Keywords: *student worksheet, snakes and ladders game, human circulatory system, learning motivation, learning outcomes*