

ABSTRAK

**PENINGKATAN MOTIVASI DAN PRESTASI BELAJAR IPS SISWA
KELAS V SDN KARANGWUNI 1 MELALUI MODEL
PEMBELAJARAN KOOPERATIF *JIGSAW* II**

Felisitas Alfita
Universitas Sanata Dharma
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Penelitian ini bertujuan untuk (1) mengetahui peningkatan motivasi belajar IPS melalui model pembelajaran Kooperatif teknik *Jigsaw* II dan (2) mengetahui peningkatan prestasi belajar IPS melalui model pembelajaran Kooperatif teknik *Jigsaw* II pada siswa kelas V SDN Karangwuni I Depok.

Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam 1 siklus dengan 4 kali pertemuan. Setiap pertemuan 2 x 35 menit. Subjek dalam penelitian ini adalah siswa kelas V SDN Karangwuni I, Depok dengan jumlah 20 siswa yang terdiri dari 8 siswa perempuan dan 12 siswa laki-laki. Objek penelitian ini adalah meningkatkan motivasi dan prestasi belajar IPS melalui model pembelajaran Kooperatif teknik *Jigsaw* II pada Kompetensi Dasar “menghargai jasa dan peran tokoh perjuangan dalam mempersiapkan kemerdekaan Indonesia. Instrumen yang digunakan dalam penelitian ini adalah lembar kuesioner motivasi belajar siswa dan tes prestasi belajar siswa dalam bentuk soal obyektif pilihan ganda.

Berdasarkan hasil penelitian ini dapat diambil kesimpulan bahwa motivasi belajar siswa mengalami peningkatan. Motivasi belajar yang terdiri dari 3 indikator yaitu 1 memiliki keinginan belajar, pada kondisi awal hanya ada 35% meningkat menjadi 70%. Indikator 2 ulet menghadapi tugas, pada kondisi awal hanya ada 30% meningkat menjadi 65%. Indikator 3 memiliki tujuan belajar, pada kondisi awal hanya ada 40% meningkat menjadi 70%. Begitu pula dengan prestasi belajar mengalami peningkatan. Pada kondisi awal siswa yang lulus KKM (70) ada 52,5% kemudian meningkat menjadi 80%. Hal tersebut dapat meningkat melalui kegiatan yang ada pada model pembelajaran Kooperatif teknik *Jigsaw* II.

Kata Kunci: motivasi, prestasi belajar IPS dan pembelajaran Kooperatif teknik *Jigsaw* II.

ABSTRACT

**THE MOTIVATION AND SOCIAL SCIENCE LEARNING ACHIEVEMENT
IMPROVEMENTS OF THE FIFTH GRADERS OF KARANGWUNI 1
ELEMENTARY SCHOOL THROUGH JIGSAW II
COOPERATIVE LEARNING MODEL**

Felisitas Alfita
Sanata Dharma University
2013

This research was aimed to (1) find out the improvement of the Social Science learning motivation through Jigsaw II Cooperative technique and (2) find out the improvement of the Social Science learning achievement through Jigsaw II Cooperative learning to the fifth graders of Karangwuni I Elementary School, Depok.

It was a Class Action Research that was conducted in 1 cycle with 4 meetings. Each meeting took 2x35 minutes. The subjects of this research were the fifth graders of Karangwuni I Elementary School, Depok with 20 students consisting 8 female students and 12 male students. The objects of this research were the improvements of the motivation and Social Science learning achievement through Jigsaw II Cooperative technique on the Basic Compency “The appreciation on the roles of heroes in preparing Indonesia’s Independence”. The instruments used in this research were questionnaires on students’ motivation and tests on students’ achievement in the form of multiple choice questions.

Based on the results of the research, it could be concluded that there were improvements in the students’ motivation to study. The learning motivation consisted of 3 indicators. They were: (1) willing to learn. In the beginning, there were only 35% out of 20 students were willing to learn, but then it improved reaching 70%. (2) working on the assignments diligently. In the beginning, there were only 30% out of 20 students were willing to learn, but then it improved reaching 65%. (3) having learning objectives. In the beginning, there were only 40% out of 20 students were willing to learn, but then it improved reaching 70%. It happened to the students’ learning motivation as well. In the beginning, there were 52.5% of the students passed the minimum passing score (70), and then it reached 80%. The improvements were because of the activities conducted in the Jigsaw II Cooperative learning model.

Key Words: motivation, Social Science learning achievement, and Jigsaw II Cooperative Learning Model.