

**KEEFEKTIFAN PENGGUNAAN MODEL PEMBELAJARAN KOOPERATIF TIPE *JIGSAW*
UNTUK MENINGKATKAN PROSES BELAJAR YANG BERDAMPAK PADA HASIL
BELAJAR TEKNOLOGI INFORMASI DAN KOMUNIKASI (TIK) MATERI APLIKASI
PENGOLAH ANGKA PADA SISWA KELAS XI IPA
SMA NEGERI 2 BANTUL YOGYAKARTA**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui keefektifan penggunaan model pembelajaran kooperatif tipe *jigsaw* untuk meningkatkan proses belajar yang berdampak pada hasil belajar pada siswa kelas XI IPA 1 SMA Negeri 2 Bantul Yogyakarta.

Jenis penelitian yang dilakukan yaitu penelitian tindakan kelas (*classroom action research*) menggunakan model spiral Kemmis & Taggart. Penelitian yang dilakukan terdiri atas tiga siklus dimana setiap siklus meliputi perencanaan, tindakan, observasi, dan refleksi. Penelitian dilaksanakan di SMA Negeri 2 Bantul Yogyakarta. Subyek penelitian yaitu siswa kelas XI IPA 1 yang berjumlah 20 siswa. Obyek penelitian ini yaitu peningkatan proses belajar siswa pada matapelajaran Teknologi Informasi dan Komunikasi khususnya pada pokok bahasan penggunaan aplikasi pengolah angka. Metode pengumpulan data yang digunakan adalah observasi, dokumentasi, catatan lapangan dan tes evaluasi. Metode yang digunakan dalam analisis data yaitu metode analisis deskriptif kualitatif.

Hasil penelitian menunjukkan bahwa pada siklus I persentase proses pembelajaran *jigsaw* sebesar 64,29%, persentase aktivitas belajar siswa sebesar 45,29% dan rata-rata hasil belajar siswa mencapai 78. Pada siklus II persentase proses pembelajaran *jigsaw* sebesar 72,14%, persentase aktivitas belajar siswa sebesar 65,00% dan rata-rata hasil belajar siswa mencapai 81. Pada siklus III persentase proses pembelajaran *jigsaw* sebesar 83,57%, persentase aktivitas belajar siswa sebesar 83,79% dan rata-rata hasil belajar siswa mencapai 93. Berdasarkan uraian diatas, dapat ditarik kesimpulan bahwa penggunaan model pembelajaran kooperatif tipe *jigsaw* efektif untuk meningkatkan proses belajar yang berdampak pada hasil belajar siswa XI IPA 1 SMA Negeri 2 Bantul Yogyakarta mata pelajaran Teknologi Informasi dan Komunikasi materi aplikasi pengolah angka.

Kata kunci: proses belajar, hasil belajar, TIK, *Jigsaw*

**THE EFFECTIVITY OF COOPERATIVE LEARNING METHOD TYPE JIGSAW IN
INCREASING STUDENTS LEARNING PROCESS WHICH AFFECT STUDENTS
LEARNING RESULTS AT TEKNOLOGI INFORMASI DAN KOMUNIKASI IN THE LESSON
APPLYING NUMBER PROCESSING APPLICATION IN XI IPA
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ABSTRACT

The purpose of this research was to determine how effective cooperative learning method type Jigsaw in increasing learning process which affect learning result of students of XI IPA 1 SMA Negeri 2 Bantul Yogyakarta.

The type of this research was classroom action research using Kemmis & Taggart spiral model which consisted of three cycles which each cycle consisted of four steps including planning, acting, observing, and reflecting. This research took place at SMA Negeri 2 Bantul Yogyakarta. The subjects of this research were 20 students of XI IPA 1. The objects of this research was the increase in students learning process at Teknologi Informasi dan Komunikasi in the lesson applying number processing application. Data collecting method used in this research were observation, documentation, field note, and evaluation tests. Data analyzing technique in this research was descriptive qualitative.

The results of this research showed that in the first cycle, the percentage of learning process using Jigsaw was 64,29%, the percentage of students activities was 45,29%, and the average of students learning results was 78 out of 100. In the second cycle, the percentage of learning process using Jigsaw was 72,14%, the percentage of students activities was 65,00%, and the average of students learning result was 81 out of 100. In the third cycle, the percentage of learning process using Jigsaw was 83,57%, the percentage of students activities was 83,79%, and the average of students learning result was 93 out of 100. Based on explanations above, it can be concluded that cooperative learning method type Jigsaw was effective to increase the learning process which affect learning results of students in XI IPA 1 SMA Negeri 2 Bantul Yogyakarta at Teknologi Informasi dan Komunikasi in the lesson applying number processing application.

Keywords: learning process, learning results, TIK, Jigsaw