

ABSTRAK

PENERAPAN MODEL *COOPERATIVE LEARNING* TIPE *MAKE A MATCH* UNTUK MENINGKATKAN KEAKTIFAN SISWA SEKOLAH DASAR

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Berdasarkan hasil penelitian di SDN X di Kota Bandung pada siswa kelas IV SD dengan jumlah 24 siswa, peneliti menemukan permasalahan kurang munculnya keaktifan siswa pada proses pembelajaran. Hal ini dapat dilihat dari data awal penelitian rata-rata keaktifan siswa sebesar 26,67%. Peneliti menerapkan model *Cooperative Learning* tipe *Make A Match* sebagai upaya untuk meningkatkan keaktifan siswa. Tujuan pelaksanaan penelitian ini yaitu: 1) Mendeskripsikan pelaksanaan model *Cooperative Learning* tipe *Make A Match* untuk meningkatkan keaktifan siswa 2) Mendeskripsikan peningkatan keaktifan siswa melalui penerapan model *Cooperative Learning* tipe *Make A Match*. Penelitian tindakan kelas ini di adaptasi dari model Kemmis dan Mc. Taggart yang terdiri dari 4 tahapan, yaitu: perencanaan, pelaksanaan, observasi dan refleksi. Pada penelitian ini, hasil rata-rata keaktifan siswa yang diperoleh pada siklus I mencapai 45,82%, siklus II mencapai 74,17% dan pada siklus III mencapai 95%. Simpulan penelitian ini yaitu peningkatan keaktifan siswa dapat terlihat dengan memperhatikan jumlah rata-rata persentase ketiga siklus. Hal ini dapat terjadi karena penulis menerapkan model *Cooperative Learning* tipe *Make A Match*. Oleh karena itu, penerapan model *Cooperative Learning* tipe *Make A Match* dapat digunakan sebagai salah satu alternatif untuk meningkatkan keaktifan siswa sekolah dasar.

Kata Kunci: *Cooperative Learning* tipe *Make A Match*, Keaktifan siswa

ABSTRACT

THE APPLICATION MODEL OF COOPERATIVE LEARNING TYPE MAKE A MATCH TO INCREASE THE ACTIVITY OF THE ELEMENTARY SCHOOL STUDENTS

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Based on the results of research on the SDN X in Bandung in grade IV ELEMENTARY SCHOOL with a total of 24 students, researchers found the problem is less the emergence of the liveliness of the students in the learning process. It can be seen from early research data the average student of liveliness is 26,67%. Researchers apply a model of Cooperative Learning types Make A Match as an attempt to increase the liveliness of the students. As for the implementation of the goals of this research are: 1) Describes the implementation of Cooperative Learning model types Make A Match for increase student activity 2) Describes an increase the liveliness of students through the application of Cooperative Learning model type to Make A Match. This class action research on adaptation of Kemmis and model Mc. Taggart which consists of 4 phases: planning, implementation, observation and reflection. In this study, the average result liveliness students obtained in cycle I achieve 45,82%, cycle II reached 74.17% and cycle III reached 95%. Summary of the research is to increase the liveliness of students can be seen by considering the average percentage of third cycle. This can occur because the author applies a model Cooperative Learning types Make A Match. Therefore, the application of the Cooperative Learning model types Make A Match can be used as an alternative to increase the liveliness of elementary school student.

Keywords: Cooperative Learning types Make A Match, the activity of students.