

ABSTRAK

PENERAPAN *REWARD AND PUNISHMENT* DALAM PEMBELAJARAN PENDIDIKAN KEWARGANEGARAAN UNTUK MENINGKATKAN MOTIVASI DAN HASIL BELAJAR SISWA DI KELAS

Penelitian ini dilatarbelakangi dengan permasalahan yang terjadi di kelas X MIPA 2 SMA Negeri 15 Bandung dimana siswa yang ada di kelas tersebut bermasalah dalam proses pembelajaran, yakni kurangnya motivasi dan hasil belajar siswa. Penelitian ini bertujuan untuk menyelesaikan permasalahan kurangnya motivasi belajar siswa yang berdampak pada tidak maksimalnya hasil belajar siswa. Dalam penelitian ini terdapat lima rumusan masalah, yaitu (1) Bagaimana perencanaan *Reward and Punishment* dalam Pembelajaran PKn untuk meningkatkan motivasi dan hasil belajar siswa di SMAN 15 Bandung?; (2) Bagaimana pelaksanaan *Reward and Punishment* dalam Pembelajaran PKn untuk meningkatkan motivasi dan hasil belajar siswa di SMAN 15 Bandung dalam rangka meningkatkan hasil belajar siswa?; (3) Bagaimana motivasi dan hasil belajar siswa dikelas pada mata pelajaran PKn dengan menerapkan *Reward and Punishment* di SMAN 15 Bandung? (4) Apa kendala yang dihadapi dalam menggunakan *Reward and Punishment* dalam pembelajaran PKn di SMAN 15 Bandung?; (5) Bagaimana upaya yang dilakukan dalam mengatasi kendala-kendala dihadapi dalam menggunakan *Reward and Punishment* dalam pembelajaran PKn di SMAN 15 Bandung?. Penelitian ini menggunakan pendekatan kualitatif dengan metode Penelitian Tindakan Kelas (PTK) dengan dua subjek penelitian diantaranya siswa kelas X MIPA 2 dan guru mata pelajaran PKn. Pengumpulan data dilakukan dengan cara observasi, studi dokumentasi, wawancara, catatan lapangan dan tes. Selanjutnya dilakukan analisis data dengan menggunakan reduksi data, penyajian data, dan penarikan kesimpulan. Hasil dari penelitian ini menunjukkan bahwa: (1) Perencanaan pembelajaran penting dilakukan apabila akan menerapkan *reward and punishment* dalam pembelajaran PKn. Silabus, rencana pelaksanaan pembelajaran (RPP), media pembelajaran dan model pembelajaran harus menunjang untuk menerapkan *reward and punishment*; (2) Pelaksanaan penerapan *reward and punishment* ini dilakukan melalui prosedur PTK selama tiga siklus. Materi yang dibahas dalam tiga siklus tersebut mengenai Wawasan Nusantara Dalam Konteks Negara Kesatuan Republik Indonesia; (3) Penerapan *reward and punishment* dalam pembelajaran di kelas merupakan salah satu metoda yang efektif untuk meningkatkan motivasi dan hasil belajar siswa pada kelas X MIPA 2; (4) Kendala yang dihadapi selama penerapan *reward and punishment* yang dilakukan selama tiga siklus adalah RPP yang telah dirancang oleh guru dalam pembelajaran di kelas masih kurang sesuai dengan rencana, waktu yang digunakan guru dalam pelaksanaan pembelajaran di kelas masih kurang efektif dan peserta didik pada saat berdiskusi kelompok masih sulit untuk dikondisikan; (5) Upaya yang dilakukan untuk mengatasi permasalahan dalam penerapan *reward and punishment* yang dilakukan selama tiga siklus adalah guru mengembangkan RPP yang disesuaikan dengan penerapan *reward and punishment*, memanfaatkan waktu yang tersedia untuk proses pembelajaran dan guru harus mengontrol setiap kegiatan peserta didik agar tidak didapati peserta didik yang asik dengan kegiatannya sendiri.

Kata Kunci: Penerapan, *Reward and Punishmen*, Pembelajaran, Pendidikan Kewarganegaraan, Motivasi, Hasil Belajar, Siswa

ABSTRACT

THE IMPLEMENTATION OF REWARD AND PUNISHMENT IN CIVIC LEARNING TO IMPROVE STUDENTS' MOTIVATION AND LEARNING ACHIEVEMENT

The background of this research is the problem that occur in X MIPA 2 SMAN 15 Bandung in which students in the class are experiencing problem during the learning process; that is lack of motivation and unsatisfying learning achievement. This research aims to discover the solution to students' problem with motivation that can give negative impact to their learning achievements. There are five research questions in this study: (1) How is the arrangement of Reward and Punishment implementation in Civic lesson to improve motivation and learning achievement in SMAN 15 Bandung?; (2) How is the implementation of Reward and Punishment in Civic lesson to improve motivation and learning achievement in SMAN 15 Bandung in order to increase students' learning achievement?; (3) How are the students' motivation and learning achievement in the classroom during learning civic by using the Reward and Punishment in SMAN 15 Bandung?; (4) What are the obstacles in implementing Reward and Punishment in Civic lesson in SMAN 15 Bandung?; (5) What are the attempts that can be done to overcome the difficulties in implementing Reward and Punishment in learning Civic in SMAN 15 Bandung?. This research used qualitative approach with Action Research Method with two research subjects; the students of X MIPA 2 and a teacher who teaches Civic lesson. The data collection was using observation, study documentation, interview, filed notes, and test. The data analysis was using data reduction, data presentation, and drawing conclusion. The result of the study shows that: (1) In implementing reward and punishment in teaching Civic, lesson planning is very important. Syllabus, lesson plan, teaching media, and model of teaching need to support the requirements in order to apply reward and punishment; (2) The implementation of reward and punishment was done using three-cycle Action Research procedure. The material being taught in those cycles was about (3) The implementation of reward and punishment in classroom learning activity is an effective method to improve students' motivation an learning achievement especially for X MIPA 2. (4) The obstacles experienced during the implementation of reward and punishment in three cycles were the lesson plan made by the teacher was still lack of planning, the time used by the teacher during the learning activity still not effective, and the students during group discussion still difficult to control. (5) The attempt to overcome the problems in implementing three-cycle reward and punsihment was teacher developed the lesson plan that has been adjusted to the principle of reward and punishment, used the time effectively only for the learning activity, and teacher should be able to control and handle every students' activity so that they would not distracted with another activity outside learning.

Keywords: Application, Reward and Punishment, Learning, Civic, Motivation, Learning Achievement, Students.