

## ABSTRAK

Aktivita Ismi Lestari (40120100002)

### **PENGUNAAN PERMAINAN *QUICK ON THE DRAW* UNTUK MENINGKATKAN MOTIVASI SISWA KELAS XA PADA PELAJARAN MATEMATIKA DI SMA KRITEN BINA KASIH JAMBI**

(xv+93 hal; 1 gambar; 14 tabel; 41 lampiran)

Berdasarkan pengamatan yang dilakukan peneliti terhadap kelas XA dari Sekolah Kristen Bina Kasih Jambi, peneliti menemukan bahwa siswa kurang termotivasi dalam pelajaran matematika, seperti kurangnya minat, partisipasi dan kerjasama dalam kelompok. Hal ini dikarenakan peneliti masih menggunakan metode ceramah dalam pembelajaran matematika di kelas sehingga siswa kurang termotivasi dalam pembelajaran. Oleh sebab itu, peneliti perlu memotivasi siswa menggunakan permainan *quick on the draw* sehingga berdampak dalam proses pembelajaran siswa yang berkesesuaian dengan tujuan penelitian ini.

Metode penelitian yang digunakan adalah Penelitian Tindakan Kelas (PTK). Subjek penelitian adalah siswa kelas XA yang terdiri dari 20 siswa. Penelitian ini dilaksanakan pada 13 Agustus 2013 - 16 Oktober 2013 dengan berlangsungnya dua siklus. Instrumen penelitian yang digunakan antara lain lesson plan, umpan balik mentor, lembar observasi mentor, lembar wawancara siswa dan lembar tes. Data yang diperoleh dianalisis secara statistik deskriptif sederhana dan kualitatif. Validasi data dilakukan oleh mentor yang juga selaku guru matematika kelas XA.

Berdasarkan hasil penelitian yang telah dilakukan, maka dapat disimpulkan bahwa permainan *quick on the draw* dapat meningkatkan motivasi siswa, seperti minat, partisipasi dan kerjasama dalam kelompok pada pelajaran Matematika kelas XA.

Kata Kunci : Permainan *Quick On The Draw*, Motivasi Belajar

Referensi : 40 (1971-2013)

## **ABSTRACT**

Aktivita Ismi Lestari (40120100002)

### **THE IMPLEMENTATION OF QUICK ON THE DRAW GAME TO INCREASE STUDENT'S LEARNING MOTIVATION GRADE X-A AT MATHEMATICS LESSON IN SMA KRISTEN BINA KASIH JAMBI**

(xv+93 pages; 1 figure; 14 tables; 41 appendices)

Based on the observation that was done by the researcher in grade X-A SMA Bina Kasih Jambi, researcher found that the students were lack of motivation in Mathematics. It was because of the researcher still used lecturing method, so the students were not motivated to learn. Therefore the researcher need to motivate students through implementing Quick on The Draw game so that it could impact the students' learning as the aim on this research.

The research method that was used was Classroom Action Research (CAR). The subject of this research were students of grade X-A that consisted of 20 students. This research was held on October 11th – October 16th, 2013 in two cycles. The instruments that were used were lesson plans, mentor feedback, mentor's observation sheet, students' interview sheet, journal reflections, and students' exercises. The result were analyzed by simple descriptive statistics and qualitative. Instruments validation were done by the mentor as the Mathematics teacher in grade X-A.

Based on the result of this research, it could be concluded that Quick on The Draw Game could increase the students' learning motivation in Mathematics in grade X-A.

Keywords : Quick on the Draw game, learning motivation

Reference : 40 (1971-2013)