

ABSTRAK

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PENERAPAN *REWARD* DAN KONSEKUENSI UNTUK MENINGKATKAN DISIPLIN BELAJAR SD KELAS 1 DI SALAH SATU SEKOLAH DI LAMPUNG

(xiii + 52 halaman: 1 gambar; 12 tabel; 15 lampiran)

Berdasarkan hasil observasi, peneliti menemukan bahwa siswa kurang dalam disiplin belajar. Peneliti menemukan siswa berperilaku tidak disiplin dalam belajar dengan menunjukkan perilaku seperti tidak mengikuti peraturan di kelas, ada siswa yang berlari saat presentasi, memukul meja, membuat kesalahan yang harus ditegur oleh guru, sibuk dengan kegiatan di luar pembelajaran, tidak sopan saat duduk, dan tiduran di meja, penggunaan *hand signal*, bermain kursi, dan tidak mengikuti instruksi guru saat mengumpulkan tugas. Oleh karena itu, peneliti menerapkan *reward* dan konsekuensi untuk meningkatkan disiplin belajar siswa SD kelas 1 di salah satu sekolah di Lampung. Tujuan dari penelitian ini untuk melihat peningkatan disiplin belajar yang dapat ditingkatkan melalui penerapan *reward* dan konsekuensi, dan menunjukkan cara meningkatkan disiplin belajar melalui penerapan *reward* dan konsekuensi.

Metode penelitian yang digunakan adalah penelitian tindakan kelas (PTK) dengan model Robert Pelton. Penelitian dimulai sejak tanggal 31 Oktober sampai 1 November 2018 dan dilaksanakan dalam 2 kali penerapan dengan melibatkan siswa SD kelas 1 berjumlah 20 orang. Tempat pelaksanaan penelitian di salah satu sekolah di Lampung. Sumber data yang digunakan adalah umpan balik mentor, jurnal refleksi, dan lembar *checklist* mentor.

Hasil analisis data menunjukkan adanya peningkatan disiplin belajar pada setiap penerapan. Pada penerapan pertama yaitu 98.75%, sedangkan pada penerapan kedua yaitu 99.37%. Berdasarkan hasil penelitian dapat disimpulkan bahwa penerapan *reward* dan konsekuensi berhasil meningkatkan disiplin belajar siswa SD kelas 1 di salah satu sekolah di Lampung, dan penerapan *reward* dan konsekuensi dapat meningkatkan disiplin belajar siswa SD kelas 1 di salah satu sekolah di Lampung dengan enam prosedur penerapan.

Kata kunci: Disiplin belajar, *reward* dan konsekuensi, siswa kelas 1

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ABSTRACT

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APPLICATION OF *REWARD* AND CONSEQUENCES TO IMPROVE LEARNING DISCIPLINE PRIMARY SCHOOL GRADE 1 IN ONE OF THE SCHOOLS IN LAMPUNG

(xiii + 52 pages: 1 pictures; 12 tabels; 15 apendix)

Based on the observations' results, the researcher found that students lacked in the discipline of learning. The researcher found that students behaved undisciplined in learning by showing behavior such as not following the rules in the class, there were students who ran during presentations, hit tables, made mistakes that had to be reprimanded by the teacher, were busy with activities outside of learning, were not polite when sitting, and lie down on the table, he using of hand signals, playing chairs, and not following teacher instructions when collecting assignments. Therefore, the researcher applied *reward* and consequences to improve the discipline of learning for grade 1 elementary school students in one of the schools in Lampung. The purpose of this study is to see the increasing of learning discipline that can be improved through the application of *reward* and consequences, and shows how to improve learning discipline through the application of rewards and consequences.

The research method used was classroom action research (CAR) with the Robert Pelton's model. The study began on October 31 to November 1, 2018 and was implemented in 2 times of application involving the first grade elementary school students totaling 20 people. The place for research conducted in one of the schools in Lampung. The data sources used were mentor feedback, reflection journals, and mentor checklist sheets.

The results of data analysis indicate the increasing in learning discipline on each application. The first application is 98.75%, while the second application is 99.37%. Based on the results of the study, it can be concluded that the application of *reward* and consequences succeeded in increasing the discipline of learning grade 1 elementary school students in one of the schools in Lampung, and the application of *reward* and consequences can improve the discipline of learning grade 1 elementary school students in one school in Lampung with six application procedures.

Keywords: grade 1 students, learning discipline, *reward* and consequences

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