

ABSTRAK

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“PENERAPAN METODE PERMAINAN CA (*CHOOSE AND ANSWER*) UNTUK MENINGKATKAN PEMAHAMAN KONSEP TRIGONOMETRI SISWA KELAS XI IPA SMAS NIAS ”

(xv+106 halaman: 17 gambar; 21 tabel; 25 lampiran)

Berdasarkan hasil pengamatan yang dilakukan terhadap siswa kelas XI IPA pada pembelajaran trigonometri, siswa masih sulit untuk mengingat, membedakan, dan menggunakan rumus trigonometri. Hal ini ditunjukkan saat murid tidak bisa mengerjakan soal yang diberikan oleh guru. Maka, peneliti menyimpulkan bahwa kemampuan pemahaman konsep siswa masih kurang. Data-data pendukung kurangnya pemahaman konsep adalah hasil tes, observasi mentor, dan jurnal refleksi peneliti. Salah satu penyebab kurangnya kemampuan pemahaman konsep siswa adalah karena pengajaran yang masih bersifat konvensional. Oleh karena itu, peneliti merencanakan suatu tindakan pada pengajaran di kelas dengan menggunakan metode permainan CA. Permainan CA adalah permainan yang dimodifikasi oleh peneliti dari permainan Bingo.

Metode penelitian ini dilakukan dengan metode Penelitian Tindakan Kelas (PTK) dengan model Kemmis dan McTaggart yang dimulai tanggal 28 September 2015 (pra siklus/pras penelitian), 2 oktober 2015 (siklus 1), dan 5 oktober 2015 (siklus 2). Subyek penelitian adalah siswa kelas XI IPA berjumlah 24 orang. Data-data dikumpulkan melalui instrumen penelitian berupa soal tes, lembar observasi, lembar kuesioner, dan lembar wawancara. Data yang diperoleh dianalisis menggunakan statistik deskriptif sederhana dan kualitatif.

Berdasarkan hasil analisis penelitian yang telah dilakukan, peneliti menyimpulkan bahwa permainan CA dapat meningkatkan kemampuan pemahaman konsep siswa khususnya pada indikator mengingat, membedakan, dan menggunakan rumus trigonometri yaitu 54,2 pada siklus 1 dan 58,1 pada siklus 2.

Referensi: 33 (2001-2015)

Kata kunci: metode permainan CA, pemahaman konsep

ABSTRACT

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“THE IMPLEMENTATION OF CA (CHOOSE AND ANSWER) GAME TO IMPROVE THE CONCEPTUAL UNDERSTANDING OF TRIGONOMETRY GRADE XI SCIENCE PRIVATE SENIOR HIGH SCHOOL NIAS ”

(xv+106 pages: 17 figures; 21 tables; 25 attachments)

Based on the observation in grade XI science during the trigonometric teaching and learning, founded students that difficult to remembering, understanding, and applying the trigonometric formulas. These facts shown when the students were unable to solve the problem given by teacher. Then, researcher concluded that the conceptual understanding ability of students is lower. The data that supported this issue are post-test result, teacher observation, and reflection journal of researcher. Other cause of this lower conceptual understanding ability is because the conventional method of teacher which was using the conventional method. Therefore, researcher planned the action in the classroom by using CA game in learning method. CA game was modified by the researcher based on Bingo game.

Researching method that used was Classroom Action Research (CAR) with Kemmis and McTaggart model, begin on 28th September 2015 (pre-cycle), 2nd October 2015 (cycle 1), and 5th October 2015 (cycle 2). Subject of research was grade XI science that contained of 24 students. The data were collected using research instruments such as problem question sheet, observation sheet, questionnaire sheet, and interview sheet. Data were analyzed using simple statistics description and qualitative approach.

Based on the analysis result, researcher concluded that CA game was able to increase the conceptual understanding ability particularly for an indicator of remembering, understanding, and applying the trigonometric formulas.

Reference: 33 (2001-2015)

Key words: CA game, conceptual understanding