ABSTRAK

Alfiyah Kurniasari Suparso: "Pengaruh Model Pembelajaran Kooperatif Tipe *Scramble* Berbantu Media Kotak Kartu Misteri (KoKaMi) Terhadap Hasil Belajar Siswa Pada Materi Sistem Reproduksi Manusia" (Penelitian Quasi Eksperimen pada Kelas XI SMAN 1 Cibitung).

Abstrak. Untuk mengatasi sebuah permasalahan dimana hasil belajar siswa rendah, maka diperlukan sebuah model dan media pembelajaran yang variatif yaitu model pemeblajaran kooperatif tipe *scramble*. Bertujuan untuk mendeskripsikan keterlaksanaan aktivitas pembelajaran, menganalisis hasil belajar siswa dengan perlakuan (kelas eksperimen) dan tanpa perlakuan (kelas kontrol), menganalisis pengaruh, serta mengkaji respon siswa terhadap proses pembelajaran dengan menggunakan model *scramble* berbantu media Kokami. Penelitian menggunakan pendekatan kuantitatif dengan metode *quasi eksperiment* dan desain *nonequivalent control group design.* Data hasil penelitian menunjukkan keterlaksanaan aktivitas pembelajaran mendapat rata-rata kriteria sangat baik, dilihat dari hasil nilai *N-Gain* kelas eksperimen sebesar 0,650 dan dilihat dari nilai *N-Gain* kelas kontrol sebesar 0,559. Rata-rata hasil respon peserta didik sebesar 86,05% dengan interpretasi sangat baik. Hasil uji t didapatkan hasil Sig. (2-tailed) sebesar 0,012 yang artinya tolak H_o terima H_1. Maka model pembelajaran *scramble* berbantu media Kokami berpengaruh terhadap hasil belajar siswa pada materi sistem reproduksi manusia.

Kata Kunci:
Hasil Belajar Peserta Didik, Media KoKaMi, Model Pembelajaran *Scramble,* Sistem Reproduksi Manusia.

ABSTRACT

Alfiyah Kurniasari Suparso: *"The Influence of the Scramble Type Cooperative Learning Model Aided by Mystery Card Box Media (KoKaMi) on Student Learning Outcomes in the Material of the Human Reproductive System"* (Quasi-Experimental Research in Class XI SMAN 1 Cibitung).

Abstract. *To overcome a problem where student learning outcomes are low, a varied learning model and media is needed, namely the scramble type cooperative learning model. Aims to describe the implementation of learning activities, analyze student learning outcomes with treatment (experimental class) and without treatment (control class), analyze the effect, and examine student responses to the learning process using the scramble model assisted by Kokami media. This research uses a quantitative approach with a quasi-experimental method and nonequivalent control group design. The research data showed that the implementation of learning activities received an average of very good criteria, seen from the results of the experimental class's N-Gain value of 0.650 and seen from the control class's N-Gain value of 0.559. The average student response was 86.05% with a very good interpretation. The t test results obtained Sig. (2-tailed) of 0.012, which means that Ho accepts H1. Then the scramble learning model assisted by Kokami media has an effect on student learning outcomes in the subject of the human reproductive system.*

Keywords:
Human Reproductive System, KoKaMi Media, Scramble Learning Model, Student Learning Outcomes.