

ABSTRAK

Fitri Tyas Sari, *Penggunaan Media Papan Lukis Karakter Kartun untuk Meningkatkan Hasil Belajar IPS* : Penelitian Tindakan Kelas di SMP Negeri 42 Bekasi Kelas VIII-6. Skripsi. Jakarta : Program Studi Pendidikan Ilmu Pengetahuan Sosial, Fakultas Ilmu Sosial, Universitas Negeri Jakarta, 2019.

Penelitian ini bertujuan untuk mengetahui apakah penggunaan media pembelajaran papan lukis karakter kartun dapat meningkatkan hasil belajar IPS dan keaktifan siswa kelas VIII-6 SMP Negeri 42 Bekasi semester II tahun ajaran 2018/2019 dari bulan Maret sampai dengan bulan Mei 2019 dengan jumlah siswa 41 orang.

Metode yang digunakan dalam penelitian ini adalah penelitian tindakan kelas (PTK) yang dilakukan secara kolaboratif dengan guru IPS di SMP Negeri 42 Bekasi. Penelitian ini menggunakan 3 siklus, dan setiap siklusnya terdiri dari 4 tahap, yaitu : Perencanaan Tindakan, Pelaksanaan Tindakan, Observasi, dan Refleksi. Berdasarkan hasil penelitian dari test hasil belajar terjadi peningkatan pada setiap siklusnya. Siklus 1 sebesar 51% (21 siswa) memperoleh nilai hasil belajar di atas KKM 75, siklus 2 sebesar 73% (30 siswa) memperoleh nilai hasil belajar di atas KKM 75 dan siklus 3 sebesar 85% (35 siswa) memperoleh nilai hasil belajar di atas KKM 75. Selain itu, media pembelajaran papan lukis karakter kartun juga mampu meningkatkan keaktifan siswa. Persentase keaktifan yang diperoleh pada siklus 1 yaitu sebesar 12%, siklus 2 mengalami peningkatan persentase keaktifan siswa menjadi sebesar 38%, dan siklus ke 3 persentase keaktifan siswa lebih meningkat yaitu sebesar 54%. Hasil penelitian menyimpulkan bahwa penggunaan media papan lukis karakter kartun dapat meningkatkan hasil belajar IPS dan meningkatkan keaktifan siswa, sehingga siswa dapat memperoleh hasil belajar IPS yang lebih baik yaitu di atas KKM 75.

Kata Kunci : Penelitian Tindakan Kelas, *Papan Lukis Karakter Kartun*, Hasil Belajar IPS, Keaktifan

ABSTRACT

Fitri Tyas Sari, *The Using of Cartoon Character Art Board as a Media to Increase the Social Studies Learning Results*: Research of classroom action in VIII-6 grader of SMP Negeri 42 Bekasi. Bachelors Thesis. Jakarta : Social Science Education Study Program, Faculty of social science, state university of jakarta, 2019.

The main purpose of this research is to know does the use of cartoon character art board as a media could be increasing the Score and activeness the Social Studies learning result of 41 students in the class of VIII-6, SMP Negeri 42 Bekasi, 2nd semester, education year of 2018/2019. This research was done from March to May 2019.

The applied method in this research is Classroom Action Research (PTK) Method. which was done by a collaboration with social science teachers at SMP Negeri 42 Bekasi. 3 stages was applied during the research, they were: Planning, Acting, Observing and Reflecting. This research found the increase of learning result in every stage that was applied. In the 1st stage, there were 51% (21 students) who had score for learning result above the minimum standardize score which is 75. 2nd stage found there were 73% (30 students) who had score for learning result above the minimum standardize score which is 75. And in the 3rd stage, there were 85% (35 students) who had score for learning result above the minimum standardize score which is 75. Moreover, cartoon character art board media able to increase students' activity to learn as well. Active level percentage in the first cycle was 12%. In the second cycle was increasing to 38%. And in the third cycle significantly increased to 54%. The conclusion of the research is the using of cartoon character art board as a media could increase the Social Studies learning result and the active level of the students, therefor the students could get a better score for social studies subject which is above the minimum standardize score 75.

Keywords: Class acted research, Cartoon character art board, Social Studies Learning Outcomes, Students' activeness