The Effect of Domino Game on Students' Learning Achievement in Photosynthesis Topic for Grade 8th SMP Negeri 1 Medan Academic Year 2011/2012

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ABSTRACT

The objective of this study is to investigate the effect of applying Domino Games on students' learning achievement . The population of this study was the grade 8th of SMP Negeri 1 Medan which had 5 parallel classes and two of them were chosen as the samples to represent the entire population. The design of this study was quasi experimental design. The instrument of data collection was multiple choice test consisted of 43 questions and essay test consisted of 10 questions. Based on data analysis, the average score of pretest for experimental class a liitle difference with control class (experimental class = 72.33 > control class = 71.75), while the average of posttest for experimental class was higher than control class (experimental class = 93.33 > control class = 86.67). Based on the calculation of t-test, $t_{count} = 4.280 > t_{table} = 1.628$, at the level of significance of 0.05 and the degree of freedom (df) was 39. It is found that there is a significance positive effect of applying Domino Games on students' learning achievement in Photosynthesis Topic.

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ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui pengaruh dari penerapan Domino Gmaes terhadap hasil belajar siswa. Populasi dari penelitian ini adalah kelas 8 SMP Negeri 1 Medan yang terdiri dari 5 kelas parallel dan 2 diantaranya dipilih sebagai sample. Instrument pengumpulan data adalah berupa soal pilihan gandapretest yang terdiri dari 43 soal dan soal essay yang terdiri dari 10 soal. Berdasarkan analisis data, skor rata-rata pretest untuk kelas experiment hanya sedikit berbeda dengan kelas control (kelas experiment = 72.33 > kelas control = 71.75), sementara skor rata-rata posttest untuk kelas experiment lebih tinggi daripada kelas control (kelas experiment = 92.53 > kelas control = 86.76). Berdasarkan uji t-test, t_{obs} 4.280 > t_{table} = 1.628), pada level signifikan 0.05 dan derajat kebebasan (df) adalah 39. Ditemukan bahwa ada efek positif dari penerapan Domino Games terhadap hasil belajar siswa pada Topik Fotosintesis.