CHAPTER V

CONCLUSION AND SUGGESTION

5.1. Conclusion

Based on the research result, and discussion so that can be got some conclusion as following:

1. There is the difference of students achievement that is taught by Thinking Skills Enhancement Learning Strategy based on collaborative using eXe Learning with Direct Instruction. The average score of normalized gain in experimental class that is taught by Thinking Skills Enhancement Learning Strategy based on collaborative using eXe Learning 0.732 is higher than in control class that is taught by direct instruction 0.542.

2. There is the difference of students achievement between High Creative thinking skills with low creative thinking skill that is taught by Thinking Skills Enhancement Learning Strategy based on collaborative using eXe Learning and Direct Instruction towards students achievement. students’ achievement in high creative thinking skill categorize has N-Gain 0.730 and students’ achievement in low creative thinking skill categorize has N-Gain 0.544.

3. There is the interaction of both model with creative thinking skill with students achievement. In class that is taught by Thinking Skills Enhancement Learning Strategy based on collaborative using eXe Learning with High creative thinking skills has average 0.771 is higher than in control class that is taught by direct instruction has average 0.353. While in Low creative thinking skills in experiment class has average 0.736 higher than in control class has 0.690.

4. There is relation between students creative thinking skills with students achievement. The correlation value (R) 0.740 and determination coefficient is (R^2) is 0.548 means that the level of students’ creative thinking skill that
implemented with Thinking Skills Enhancement Learning Strategy based on collaborative using eXe Learning has contribution or influence towards the students’ achievement 54.8%.

5.2. Suggestion

As the follow up of this research, there are some suggestions as following:

1. In implementing Thinking Skills Enhancement Learning Strategy based on collaborative using eXe Learning to arrange the time efficiently and suitable with the syntax that will be done in learning process.

2. When use the eXe Learning as learning media, it will be better the teacher check the computer and in focus availability, if there is no the facilitate in school for computer access, so the students can bring their own laptop, and for infocus can borrow from other.

3. Teacher has to be update for the learning media as the reference that can be used for the other learning process to make the learning process fun and joyfull.