

## DAFTAR PUSTAKA

- Arikunto, S., (2006). *Penelitian Tindakan Kelas*, Bumi Aksara, Jakarta.
- Hamalik, (2013), *Metode Penelitian Pengembangan*, PT. Remaja Rosdakarya, Bandung.
- Hamruni, (2012). *Strategi Pembelajaran*, Insan Madani, Yogyakarta.
- Hasratuddin, (2015), *Mengapa Harus Belajar Matematika*, Perdana Publishing, Medan.
- Hudojo, H., (2005), *Pengembangan Kurikulum dan Pembelajaran Matematika*, Universitas Negeri Malang (UM PRESS), Malang.
- Nasution, FS, Surya, E, (2017), Efforts to Increase Student Learning Results with Cooperative Learning Type Learning Model *Think Pair Share* on the Cube and Beams Materials in Class VIII SMP Kartika I-I Medan, *International Journal of Sciences: Basic and Applied Research (IJSBAR)*, Nomor 3, Volume (3) pp 280-290.
- Novriani, MDS, Surya, E., (2017) Implementation Strategy Instant Assessment to Increase Activity and Result of Learning Mathematics of Al Maksum Junior High School Student, *Jurnal Matematika Kreatif Inovatif*, Volume (8) pp 53-60. Tersedia di <http://jurnal.unnes.ac.id/nju/index.php/kreano/article/view/7808>
- Panjaitan, HR., Surya, E, (2017), Upaya Meningkatkan Aktivitas dan Hasil Belajar Matematika Melalui Penerapan Metode Kooperatif Tipe *Think Pair Share* Siswa Kelas VII SMP Negeri 23 Medan Tahun Ajaran 2016/2017, *Jurnal Pendidikan Matematika*, Volume (3) No 1:41-45.
- Purwanto (2011), *Evaluasi Hasil Belajar*, Pustaka Pelajar, Yogyakarta.
- Putri, Siska Yolanda, (2014), *Pengaruh Penerapan Model Pembelajaran Kooperatif Tipe Think Pair Share Terhadap Aktivitas dan Hasil Belajar Matematika Siswa Kelas VIII SMP N 31 Padang*, Jurnal Cerdik, Volume (1) No 1:41-45 Tersedia di <http://ejournal.pps.ugm.ac.id/index.php/cerdik/article/view/100>
- Sanjaya, (1997), *Strategi Pembelajaran Berorientasi Standar Proses*, Pendidikan, Kencana, Jakarta.

Shoimin, A., (2014), *68 Model Pembelajaran Inovatif dalam Kurikulum 2013*, Ar-Ruzz Media, Yogyakarta.

Silberman, M.L., (1996), *Active Learning 101 : Strategi Pembelajaran Aktif*, Pustaka Insan Madani, Yogyakarta.

Silberman, M.L., (1996), *Active Learning : 101 Cara Belajar Siswa Aktif*, Nuansa Cendekia, Jakarta.

Bitorus, N., Surya, E, (2017), The Influence of Teams Games Tournament Cooperative Learning Model on Student's Creativity Learning Mathematics Class VII SMP of Mardi Lestari Medan, *International Journal of Sciences: Basic and Applied Research (IJSBAR)*, Nomor 1, Volume (34), pp 16-24.

Slavin, R.E., (2005), *Cooperative Learning*, Nusa Media, Bandung.

Sudjana, N., (2009), *Penilaian Hasil Proses Belajar Mengajar*, PT Remaja Rosdakarya, Bandung.

Suryosubroto, B., (2009), *Proses Belajar Mengajar di Sekolah*, Rineka Cipta, Jakarta.

