

ABSTRAK

Model pembelajaran *Learning Cycle 5E* adalah model pembelajaran berbasis penemuan yang berpusat pada siswa (*student-centered*). Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran *Learning Cycle 5E* berbantuan media animasi terhadap aktivitas dan hasil belajar siswa. Sampel diambil secara *random sampling* sebanyak 32 siswa kelas eksperimen (pembelajaran dengan model *Learning Cycle 5E* dan 32 siswa kelas kontrol (pembelajaran konvensional). Penelitian dilakukan dengan pemberian pre-test kepada kelas eksperimen dan kontrol, setelah itu diterapkan pembelajaran materi larutan elektrolit dan non-elektrolit dengan model *Learning Cycle 5E* pada kelas eksperimen dan model Konvensional pada kelas kontrol, selanjutnya dilakukan posttest. Instrumen tes dalam penelitian ini berupa 20 soal yang telah valid dan reliabel, sedangkan instrumen non tes berupa angket aktivitas yang telah divalidasi. Dari pengolahan data diperoleh hasil sebagai berikut: rata-rata aktivitas siswa kelas eksperimen sebesar 89,76 dan kelas kontrol 80,55 dengan $F_{Hitung} > F_{Tabel}$ atau $4,59 > 1,67$ sehingga data aktivitas kelas eksperimen lebih tinggi daripada kelas kontrol. Rata-rata hasil belajar siswa kelas eksperimen sebesar 81,71 dan kelas kontrol 72,96 dengan $F_{Hitung} > F_{Tabel}$ atau $5,57 > 1,67$ sehingga data hasil belajar siswa kelas eksperimen lebih tinggi daripada kelas kontrol. Korelasi antara aktivitas siswa dengan hasil belajar siswa kelas eksperimen pada perhitungan r_{hitung} diperoleh $r_{hitung} = 0,583$ sedangkan r_{Tabel} pada $\alpha = 0,05$ ($N = 32$) adalah sebesar 0,349. Karena $r_{hitung} > r_{Tabel}$ maka H_0 ditolak dan H_a diterima. Dengan determinasi indeks 0,33 dengan persentase 33%. Berarti ada korelasi positif antara aktivitas siswa dengan hasil belajar siswa yang dibelajarkan dengan model *Learning Cycle 5E* berbantuan media animasi pada materi larutan elektrolit dan non-elektrolit.

Kata Kunci: Model *Learning Cycle 5E*, Media Animasi, Aktivitas, Hasil Belajar



ABSTRACT

The *Learning Cycle 5E* learning model is a student-centered, discovery-based learning model. This study aims to determine the effect of the application of the *Learning Cycle 5E* learning model assisted by animation media on student activities and learning outcomes. The sample was taken by random sampling of 32 students in the experimental class (learning with the *Learning Cycle 5E* model) and 32 students in the control class (conventional learning). The research was carried out by providing pre-test to the experiment and control classes, after which the learning of electrolyte and non-electrolyte solution materials was applied with the *Learning Cycle 5E* model in the experimental class and the Conventional model in the control class, then the post-test was carried out. From the data processing, the following results were obtained: the average activity of students in the experimental class was 89.76 and the control class was 80.55 with $F_{hitung} > F_{tabel}$ or $4.59 > 1.67$ so that the activity data of the experimental class was higher than that of the control class. The average learning outcome of students in the experimental class was 81.71 and the control class was 72.96 with $F_{hitung} > F_{tabel}$ or $5.57 > 1.67$ so that the learning outcomes data of the experimental class students were higher than that of the control class. The correlation between student activities and the learning outcomes of students in the experimental class in the calculation of r_{count} was obtained $r_{count} = 0.583$ while r_{Table} at $\alpha = 0.05$ ($N = 32$) was 0.349. Because of the calculation $> r_{Table}$, H_0 was rejected and H_a was accepted. The correlation between activities and learning outcomes of students in the experimental class was obtained 0.583 with an index determination of 0.33 with a percentage of 33%. This means that there is a positive correlation between student activities and student learning outcomes learned with the *Learning Cycle 5E* model assisted by animation media on electrolyte and non-electrolyte solution materials.

Keywords: *Learning Cycle 5E* Model, Animation Media, Activities, Learning Outcomes, Electrolyte and non-electrolyte solutions