

## ABSTRAK

**WAHYU S PAKPAHAN, NIM. 5141111011. “Penerapan Model Pembelajaran *Explicit Instruction* Untuk Meningkatkan Aktivitas Dan Hasil Belajar Aplikasi Perangkat Lunak Dan Perancangan Interior Gedung Siswa Kelas XI Program Keahlian Desain Perencanaan Interior Bangunan di SMK N 2 Binjai”. Skripsi, Fakultas Teknik – Universitas Negeri Medan. 2019**

Penelitian ini bertujuan untuk meningkatkan aktivitas dan hasil belajar Aplikasi Perangkat Lunak Dan Perancangan Interior Gedung melalui penerapan pembelajaran *Explicit Instruction*. Penelitian ini terdiri dari 2 siklus, tiap siklus meliputi perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Penelitian dilakukan di kelas XI kompetensi keahlian desain Perencanaan Interior Bangunan yang terdiri dari 34 siswa. Data dalam penelitian ini diperoleh melalui hasil pengamatan. Indikator keberhasilan adalah aktivitas belajar siswa mampu mencapai nilai > 75 %. Pada latihan Jobsheet I, hasil belajar yang diperoleh yaitu 1 orang siswa tergolong dalam kategori Sangat Tuntas, 10 kategori Tuntas, 13 orang kategori Cukup Tuntas, dan terdapat 10 orang dalam kategori Tidak Tuntas. Sementara pada Uji Coba latihan Jobsheet II, hasil belajar yang diperoleh yaitu 5 orang siswa tergolong dalam kategori Sangat Tuntas, 16 kategori Tuntas, 13 orang kategori Cukup Tuntas, dan tidak terdapat lagi siswa dalam kategori Tidak Tuntas.

Hasil penelitian menunjukkan bahwa ketuntasan aktivitas siswa pada siklus I sebesar 73,53%, sedangkan pada siklus II nilai ketuntasan aktivitas siswa adalah 100%. terjadi peningkatan sebesar 26,47 %. Hasil penelitian menunjukkan perolehan hasil belajar siswa pada siklus I dengan nilai rata-rata 77,06 dengan persentase kelulusan 70,59 % dan meningkat pada siklus II dengan nilai rata-rata 82,65 dengan persentase kelulusan 100%. Simpulan yang dapat diambil adalah penerapan model pembelajaran *Explicit Instruction* dapat meningkatkan aktivitas dan hasil belajar siswa kelas XI DPIB II mata pelajaran Aplikasi Perangkat Lunak Dan Perancangan Interior Gedung di smk negeri 2 binjai.

Kata Kunci : Aktivitas Belajar, Hasil Belajar, Model Pembelajaran, *Explicit Instruction*

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## ABSTRACT

**WAHYU S SAKPAHAN, NIM. 5141111011. "The Application of Explicit Instruction Learning Model to Improve Activities and Learning Outcomes of Software Applications and Interior Design of Building XI Grade Students in Building Interior Design Expertise in SMK N 2 Binjai". Thesis, Faculty of Engineering - State University of Medan. 2019.**

This study aims to improve the activities and learning outcomes of Software Applications and Building Interior Design through the application of Explicit Instruction learning. This study consisted of 2 cycles, each cycle including planning, implementing actions, observing, and reflecting. The study was conducted in class XI of the Interior Building Planning design expertise competence consisting of 34 students. The data in this study were obtained through observations. Indicators of success are student learning activities capable of achieving grades > 75%. In the Jobsheet I exercise, the learning outcomes obtained were 1 student belonging to the Completely Completed category, 10 Completed categories, 13 Completely Completed categories, and there were 10 people in the Completed Completion category. While in Jobsheet II Exercise Trial, the learning outcomes obtained were 5 students belonging to the Completely Completed category, 16 Completed categories, 13 Completely Completed categories, and there were no more students in the Completed category. The results showed that the completeness of student activity in the first cycle was 73,53%, while in the second cycle the value of student activity completeness was 100%. an increase of 26,47%. The results showed the acquisition of student learning outcomes in the first cycle with an average value of 77.06 with a percentage of 70.59% graduation and increased in the second cycle with an average value of 82.65 with a percentage of 100% graduation. The conclusion that can be taken is the application of the Explicit Instruction learning model can improve the activity and learning outcomes of Grade XI DPIB II students in the Software Application and Interior Design Building in SMK 2 Binjai.

**Keywords:** Learning Activities, Learning Outcomes, Learning Models, Explicit Instruction

