

**THE IMPLEMENTATION OF *BINGO MODELS* TO IMPROVE  
STUDENT'S LEARNING ACTIVITIES AND LEARNING  
OUTCOMES OF MOLLUSC FOR 10<sup>TH</sup> GRADE  
STUDENT SMA NEGERI 1 TEBINGTINGGI  
ACADEMIC YEAR 2011/2012**

**Verronicha Crysty ( ID. 408141118)**

**ABSTRACT**

The research is aimed to improve students; learning activities and outcomes in class through the implementation of Bingo models on Mollusc topic for 10<sup>th</sup> grade student, X-3 class, in SMA Negeri 1 Tebing Tinggi academic year 2011/2012 . The research was design as classroom action research (CAR) consisted of four cycles. The subject of research was all students at class X-3 that totally 34 students. This research used two kinds of instrument, test and nontest instrument. The test instrument involved multiple choice of Mollusc achievement test whereas non-test instrument used observation sheet.

Result shown that percentage of students' learning activities increased by 20.58% in cycle I, 41.17% iin cycle II, 58.83% in cycle III and become 88.22% in cycle IV. Where the increase of each activities variable namely: (1) Number of students did Pre-test and Post Test increased to 100%, (2) Students followed teacher's explanations concerning on learning objectives were 56.62%, (3) Students followed teacher's explanations regarding to instruction of methods or media were 61.76%, (4) Students made group discussion orderly were 66.18%, (5) Students Read and pay attention on the worksheet during observation and discussion were 50%, (6) Students followed teacher's explanations regarding to learning material or lesson increased to 69.85%, (7) Students enthusiastically in observation, (8) Students enthusiastically in discussion increased to 80.88%, (9) Students had respect to the other students while presenting their results of observations were 36.03%, (10) Students gave feedback or questions on the topic that was presented were 41.19%, (11) Students enthusiastically during *BINGO* game were 58.82%, (12) Students Polite behave during playing *BINGO* game were 63.97%, (13) Students found the right keyword precisely and quickly were 52.21%, (14) Students had a good cooperation on group were 67.65%, (15) Students gave a right conclusion were 31.62%, (16) Students student was pleased to award that given by the teacher to the winner groups of *BINGO* game were 44.12% and (17) Number of students listened to and followed the motivation from the teacher increased to 57.35%.

The result of data analysis showed the percentage of student learning outcomes by implementing *Bingo models* increased from cycle I to cycle IV that is 20.59% in cycle I, 38.24% in cycle II, 64.7% in cycle III and 88.2% in the fourth cycle. The implementation of Bingo models by CAR can improve students' learning activities and outcomes.

Key-words: *CAR, Bingo models, learning activities and learning outcomes.*