

## REFERENCES

- Arikunto, S., (1999), *Dasar-Dasar Evaluasi Pendidikan*, Edisi Revisi, Bumi Aksara: Jakarta
- Bennet, Neville, et all. (2005). *Teaching Through Play.*, Grasindo: Jakarta
- Bonwell, C.C. dan Eison, J.A. (1991) *Active Learning: Creating Excitement in the Classroom*. ERIC Digest. [Online]. Available from: [http://www.eric.ed.gov/ERICDocs/data/ericdocs2sql/content\\_storage\\_01/0000019b/80/23/6e/bd.pdf](http://www.eric.ed.gov/ERICDocs/data/ericdocs2sql/content_storage_01/0000019b/80/23/6e/bd.pdf) [11-01-2012].
- Center for Faculty Excellent, (2009), *Classroom Activities for Active Learning*. University of North Carolina at Chapel Hill, North Carolina.
- Davis, Tricia M. et al (2009). *Reviewing for Exams: Do Crossword Puzzles Help in the Success of Student Learning?* 9(3), 1-3
- Djamarah, S, B., (2002), *Strategi Belajar Mengajar*. Rineka Cipta: Jakarta
- Elizabeth Dalton. 2003. *The "New Bloom's Taxonomy," Objectives, and Assessments*. North Carolina State University, North Carolina.
- Ginnis, Paul. (2008) *Trik dan Taktik Mengajar* PT.Index :Jakarta
- Hill, John M. D. (2003). *Puzzles and Games: Addressing Different Learning Styles in Teaching Operating Systems Concepts*. 2-3
- Joyce, Bruce & Marsha Weil. (2003). *Model of Teaching*, 5<sup>th</sup> edition. Prentice Hall of India :New Delhi
- Kumar ,Rita And Lightner, Robin. (2007). "Games as an Interactive Classroom Technique: Perceptions Of Corporate Trainers, College Instructors And Students". *International Journal Of Teaching And Learning In Higher Education*.19,(1),2-3
- Mel, Silberman.(2007).*Active Learning, 101 Strategies to Teach Any Subject*. A simon and Schuster Company : : United State of America
- Meyers, C. & Jones, T.M. (1993). *Promoting Active Learning Strategies for The College Classroom*. John wiley & Sons, Inc. : United State of America

- Munir. (2008). *Kurikulum Berbasis Teknologi Informasi dan Komunikasi*, Alfabeta : Bandung
- Nurkencana, W., (1986). *Evaluasi Pendidikan*, Penerbit Usaha Nasional: Surabaya.
- Ruppert EE, Fox RS, Barnes RB. ( 2004) *Invertebrate Zoology, A functional evolutionary approach, 7<sup>th</sup> ed.* Brooks Cole Thomson, Inc : New Jersey
- Sagala, Syaiful (2009). *Konsep dan Makna Pembelajaran*. Bandung: Alfabeta
- Sconul, (2004), *Learning Outcomes and Information*, Society of Collage, National and University Library, United kingdom.
- Simon, Tong (2001), *Active learning: theory and applications*, Stanford University, California.
- Slameto, (2010). *Belajar dan faktor-faktor yang mempengaruhinya*, Rineka Cipta: Jakarta
- Sudjana, (2002), *Metode Statistik*, Edisi Ke-6, Tarsito: Bandung
- Sugiyono, Prof, Dr. (2010), *Metode Penelitian Kuantitatif Kualitatif dan R&D*, CV. Alfabeta: Bandung
- Paulson, Donald R and Faust, Jennifer L. (2009). "Active and Cooperative Learning" *Journal of Chemical Education*. 76,(8), 1-6
- Weisskirch, Rob. (2009). "Playing *Bingo* to Review Fundamental Concepts in Advanced Courses". *International Journal for the Scholarship of Teaching and Learning*. 3.(1),1-9 [Online]. Available from: [http://academics.georgiasouthern.edu/ijsotl/v3n1/articles/PDFs/Article\\_Weisskirch.pdf](http://academics.georgiasouthern.edu/ijsotl/v3n1/articles/PDFs/Article_Weisskirch.pdf) (Accessing January 18<sup>th</sup>2012)
- Williams, Donald L., EdD. (2007). "A Unique Review Strategy that Motivates Student Learning". *International Journal of 2* (..), 64-69
- Wirth, Karl R and Perkins Dexter. (2008). "*Learning To Learn*", 12-21 [Online]. Available from: <http://www.macalester.edu/geology/wirth/CourseMaterials.html>