

THE COMPARISON OF STUDENT RETENTION AND LEARNING
OUTCOME BY USING WORD SQUARE AND CROSSWORD
PUZZLE MEDIA IN VERTEBRATE BINOMIAL
NOMENCLATURE (LATIN) ON GRADE X
SMA NEGERI 11 MEDAN ACADEMIC
YEAR 2014/2015

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ABSTRACT

This quasi experiment experiment research aims to investigated the comparison of students learning outcome and retention by using word square and crossword puzzle media in vertebrate binomial nomenclature (latin) on grade X SMA Negeri 11 Medan Academic Year 2014/2015.

The population of this research was all students on grade X SMA Negeri 11 Medan totaling 325 students. The study involves two classes as research samples. Both of the classes studied with same subject matter about vertebrate binomial nomenclature. The sample was taken by using random sampling, 40 students were treated by crossword puzzle media (X-1) and another 40 students were treated by word square media (X-3). Blooms cognitive test instrument in form multiple choice was given to measure student learning outcome and student retention. The result of data analysis showed that pre-test in crossword puzzle (1235± 9,63) and in word square class (913 ± 7,72). The result of data analysis showed that post-test in crossword puzzle class (3042 ± 7,6) and in word square class (3075 ± 11,5). The result of data analysis showed that retention-test in crossword puzzle class (2096 ± 11,2) and in word square class (2506 ± 11,8). So, student retention and student learning outcome in learning vertebrate binomial nomenclature (Latin) that taught by word square media is higher than crossword puzzle media in SMA Negeri 11 Medan academic year 2014/2015. The result hypothesis test for post-test showed that $t_{count} = -1,13 < t_{table} = 1,9909$ at the level significance 0,05 and the result hypothesis for student retention showed that $t_{count} = -48 < t_{table} = 1,9909$, means that H_a was rejected and H_o is accepted. It can be concluded that there is no significant difference of student retention and learning outcome student by using word square and crossword puzzle media.

Keyword: *student retention, student learning outcome, word square media, crossword puzzle media*