

ABSTRACT

MUTIA. Reg. No. 8146121028. *The Effect of Cooperative Learning and Creativity Method on Learning Outcomes of Akidah-Akhlak to The Third Year Student of MTsN Kabupaten Aceh Timur. Thesis. Technology Education Programme, Postgrade Universitas Negeri Medan. 2016.*

This study is aimed at finding out: (1) students learning results of Akidah-Akhlak lesson taught by using cooperative learning method with role playing type and student learning outcomes of Akidah-Akhlak taught by using cooperative learning method with example non example type, (2) students learning outcomes of Akidah-Akhlak that have high creativity and students learning outcomes of Akidah-Akhlak that have low creativity, (3) Interaction between learning method and creativity to learning outcomes of Akidah-Akhlak.

This research observed to the third year student of MTsN Kuta Binjai and the third year students of MTsN Simpang Ulim Kabupaten Aceh Timur. The population of the study was 131 students and the total number of the samples were 72 students, those are class IX-1 and class IX-2 MTsN Kuta Binjai taught by using *role playing* learning method, class IX-7 and IX-8 taught by using *example non example* learning method. The researcher used *Cluster Random Sampling* as sampling technique. The research hypothesis tested by using anava two lanes factorial design (*Two Way Anava 2x2*) with significance level $\alpha = 0.005$, before that, the researcher had to test data analysis requirements, namely homogeneity test by using Lilliefors test and homogeneity test by using Barlett and Fisher test. The next test tested by using *Tukey* test.

The results of this research were : (1) the average of students learning outcomes taught by using cooperative learning with role playing type $\bar{X} = 21,66$ was higher than the average of students learning outcomes taught by using cooperative learning with example non example type $\bar{X} = 19,00$ with $F_{\text{count}} = 4,13 > F_{\text{table}} = 3,98$ (2) the average of students outcomes with high creativity $\bar{X} = 21,50$ was higher than students learning outcomes with low creativity $\bar{X} = 18,33$ with $F_{\text{count}} = 7,67 > F_{\text{table}} = 3,98$ (3) there were interaction between learning cooperative method and students creativity in influencing learning outcomes of akidah akhlak with $F_{\text{count}} = 5,87 > F_{\text{table}} = 3,98$.

From the result of analysis data concluded that appropriate learning method used to high creativity students was learning cooperative method with role playing, otherwise the appropriate learning method used to the low creativity students was learning cooperative method with example non example type. Implication of this research specifically aimed to akidah akhlak teacher in implementation of learning cooperative method that noticed students characteristic especially students creativity.

ABSTRAK

MUTIA. NIM 8146121028. *Pengaruh Model Pembelajaran Kooperatif Dan Kreativitas Terhadap Hasil Belajar Akidah-Akhlak Siswa Kelas IX MTsN Kabupaten Aceh Timur. Tesis. Program Teknologi Pendidikan, Pascasarjana Universitas Negeri Medan. 2016.*

Penelitian ini bertujuan untuk mengetahui: (1) hasil belajar Akidah-Akhlak siswa yang dibelajarkan dengan model pembelajaran kooperatif tipe *role playing* dan hasil belajar Akidah-Akhlak siswa yang dibelajarkan dengan model pembelajaran kooperatif tipe *example non example*, (2) hasil belajar Akidah-Akhlak siswa yang memiliki kreativitas tinggi dan hasil belajar Akidah-Akhlak siswa yang memiliki kreativitas rendah, (3) interaksi antara model pembelajaran dan kreativitas terhadap hasil belajar Akidah-Akhlak.

Penelitian ini dilakukan pada siswa kelas IX MTsN Kuta Binjai dan siswa kelas IX MTsN Simpang Ulim Kabupaten Aceh Timur. Populasi penelitian adalah (131 orang siswa) dan sampelnya (72 orang siswa) yaitu kelas IX-1 dan kelas IX-2 MTsN Kuta Binjai yang dibelajarkan dengan model pembelajaran *role playing*, kelas IX-7 dan kelas IX-8 yang dibelajarkan dengan model pembelajaran *example non example*. Teknik pengambilan sampel digunakan *Cluster Random Sampling*. Hipotesis penelitian diuji dengan menggunakan Anava dua jalur desain factorial 2x2 (*Two Way Anava 2x2*) dengan taraf signifikansi $\alpha = 0.005$, yang sebelumnya dilakukan dulu uji persyaratan analisis data yaitu uji normalitas dengan uji liliefors dan uji homogenitas dengan uji Barlett dan uji Fisher. uji lanjut dengan uji Tukey.

Hasil penelitian adalah: (1) rata-rata hasil belajar siswa yang diajar dengan model pembelajaran kooperatif tipe *role playing* $\bar{X} = 21,66$ lebih tinggi dari pada rata-rata hasil belajar siswa yang diajar dengan model pembelajaran kooperatif tipe *example non example* $\bar{X} = 19,00$ dengan $F_{hitung} = 4,13 > F_{tabel} = 3,98$ (2) rata-rata hasil belajar siswa dengan kreativitas tinggi $\bar{X} = 21,50$ lebih tinggi dari pada hasil belajar siswa dengan kreativitas rendah $\bar{X} = 18,33$ dengan $F_{hitung} = 7,67 > F_{tabel} = 3,98$ (3) terdapat interaksi antara model pembelajaran kooperatif dan kreativitas dalam mempengaruhi hasil belajar Akidah-Akhlak dengan $F_{hitung} = 5,87 > F_{tabel} = 3,98$.

Dari hasil analisis data disimpulkan bahwa model pembelajaran yang tepat digunakan pada siswa yang memiliki kreativitas tinggi adalah model pembelajaran kooperatif tipe *role playing* sedangkan siswa dengan kreativitas rendah, model pembelajaran yang tepat digunakan adalah model pembelajaran kooperatif tipe *example non example*. Implikasi dari penelitian ini secara khusus ditujukan kepada guru Akidah-Akhlak yaitu dalam penerapan model pembelajaran kooperatif yang memperhatikan karakteristik siswa khususnya kreativitas.