

ABSTRAK

Dian Lestari A. Situmorang, NIM. 8106174003. Pengaruh Model Pembelajaran Sinektik dan Kooperatif Jigsaw dan *Self-efficacy* Terhadap Hasil Belajar Siswa SMA Kelas X pada Materi Ekosistem di SMA Swasta Methodist 1 Medan. Tesis. Program Pascasarjana Universitas Negeri Medan (UNIMED). Medan. 2013.

Penelitian ini dilakukan di SMA Swasta Methodist 1 Medan yang bertujuan untuk mengetahui: (1) pengaruh model pembelajaran (sinektik dan kooperatif jigsaw) terhadap hasil belajar biologi siswa; (2) pengaruh *self-efficacy* terhadap hasil belajar biologi siswa; dan (3) interaksi antara model pembelajaran dan *self-efficacy* terhadap hasil belajar biologi siswa. Sampel penelitian ini siswa SMA kelas X Methodist 1 Medan Tahun Ajaran 2012/2013 yang diambil secara acak (*random sampling*) yaitu sebanyak 2 kelas dengan jumlah 68 siswa dari populasi 4 kelas yang berjumlah 136 siswa. Instrumen penelitian berupa tes hasil belajar siswa, dan angket *Self-efficacy* siswa. Metode penelitian ini bersifat kuasi eksperimen (*quasi eksperimental method*) dengan teknik analisis hipotesis analisis varians dua jalur (*two-ways of anova*) pada taraf signifikansi $\alpha = 0,05$.

Hasil penelitian ini diperoleh bahwa: (1) terdapat pengaruh signifikan model pembelajaran terhadap hasil belajar biologi siswa (Fhitung = 7,316; P. = 0,009); (2) terdapat pengaruh signifikan *self-efficacy* terhadap hasil belajar biologi siswa (Fhitung = 262,089; P. = 0,000); dan (3) terdapat interaksi signifikan antara model pembelajaran dan *self-efficacy* terhadap hasil belajar biologi siswa (Fhitung = 142,025; P. = 0,000). Hasil penelitian ini mengimplikasikan bahwa model pembelajaran sinektik menimbulkan proses berpikir yang kreatif siswa. Sehingga proses analogik dapat terjadi jika informasi-informasi sebelumnya telah dikuasai secara tuntas sehingga mampu menggunakan informasi-informasi tersebut pada situasi-situasi lain yang pada akhirnya melahirkan gagasan-gagasan baru yang akan dapat meningkatkan kreativitas siswa yakni kreativitas *self efficacy* siswa dalam proses pembelajaran sehingga siswa dapat memiliki kemampuan untuk mengorganisasi, melakukan suatu tugas, mencapai suatu tujuan pembelajaran, menghasilkan sesuatu dan mengimplementasikan tindakan siswa di dalam kelas serta meningkatkan hasil belajar siswa.

Kata Kunci: Model Pembelajaran, Sinektik, Kooperatif Jigsaw, *Self-efficacy*

ABSTRACT

Dian Lestari A. Situmorang, NIM. 8106174003. Influence and Cooperative Learning Model Synectic Jigsaw and Self-efficacy Toward Student Learning Achievement High School Class X at Private High School Content Ecosystem in Methodist 1 Medan. Thesis. Postgraduate Program, State University of Medan (UNIMED). Medan. 2013.

This research was conducted in Methodist High School Private 1 field that aims to study: (1) the influence of the Synectic and jigsaw cooperative learning model on the learning achievement of biology, (2) The influence of self-efficacy on the results of biological studies of students, and (3) the interaction between learning model and self-efficacy on learning achievement biology. The research sample of high school students of class X 1 Medan Methodist School Year 2012/2013 are randomly taken (random sampling) is as much as 2 classes with 68 students from the population number 4 classes totaling 136 students. The research instrument is a test of student learning achievement, self-efficacy and student questionnaires. This research method is quasi-experimental (quasi experimental method) with the analytical techniques of analysis of variance hypotheses two lines (two-ways of anova) at the significance level $\alpha = 0.05$.

The results of this study showed that: (1) there is a significant of the Synectic and jigsaw cooperative learning model on the learning achievement of biology (Fcount = 7.316; P. = 0.009), (2) there are significant of self-efficacy on the results of biological studies of students (Fcount = 262.089; P. = 0.000), and (3) there is a significant interaction between learning model and self-efficacy on learning achievement biology (Fcount = 142.025; P. = 0.000). The results of this research implies that the learning model Synectic cause students creative thinking process. So analogic process can occur if the information had previously been controlled completely so as to use this information in other situations that ultimately gave birth to new ideas that will improve the students' creativity creativity self-efficacy of students in the learning process so that students may have the ability to organize, perform a task, achieve learning objectives, and implement actions to produce something students in the classroom and improve student learning achievement.

Keywords: Learning Model, Synectic, Cooperative Jigsaw, Self-efficacy