

ABSTRAK

Rizki Ermaliza, NIM 7163344032, “Studi komparatif penggunaan model pembelajaran *Creative Problem Solving* (CPS) dan *Discovery Learning* Pada mata Pelajaran Kearsipan kelas X SMK Eria Medan Tahun Ajaran 2019/2020”.

Penelitian ini adalah penelitian komparatif yang bertujuan untuk mengetahui hasil belajar siswa Kelas X SMK Eria Medan yang dibelajarkan dengan model pembelajaran *Creative Problem Solving* dan *Discovery Learning*. Populasi dalam penelitian ini siswa kelas X AP SMK Eria Medan. Teknik pengambilan sampel yang digunakan adalah *total sampling*. Dimana kelas yang menjadi sampel penelitian ini yaitu kelas X AP 1 dengan jumlah siswa 26 orang sebagai kelas eksperimen dengan model pembelajaran *Creative Problem Solving* (CPS) dan model pembelajaran *Discovery Learning*, maka ada satu (1) kelas yang akan di teliti berjumlah 26 orang.

Hasil Belajar siswa dengan menggunakan model pembelajaran kreatif problem solving lebih tinggi dibandingkan dengan model pembelajaran discovery learning. Hal ini dapat dilihat dari hasil belajar siswa yang diajarkan dengan menggunakan model pembelajaran kreatif problem solving diperoleh nilai rata-rata hasil belajar dari postes sebesar 80,77 dengan standar deviasi 9,73, dan hasil belajar siswa dengan menggunakan model pembelajaran discovery learning diperoleh rata-rata postes sebesar 75,12 dengan standar deviasi 13,56.

Ada perbedaan hasil belajar kearsipan yang diajarkan menggunakan model pembelajaran kreatif problem solving dan hasil belajar dari model pembelajaran discovery learning. Hal ini terlihat dari uji hipotesis diperoleh thitung =1,878 dan ttabel =1,68 pada taraf $\alpha=0,05$ dan $dk=26+26-2=50$. Jika thitung dibandingkan dengan ttabel diperoleh thitung >ttabel sebesar (1,878>1,68). Sehingga dapat dikatakan “ada perbedaan hasil belajar siswa yang menggunakan model pembelajaran creative problem solvng dengan model pembelajaran discovery learning di X SMK Eria Medan Tahun Pembelajaran 2019/2020.

Kata kunci: *Creative Problem Solving*, *Discovery Learning*, hasil belajar Kearsipan

ABSTRACT

Rizki Ermaliza, NIM 7163344032, "Comparative study of the use of Creative Problem Solving (CPS) learning models and Discovery Learning in archiving subject for class X SMK Eria Medan for the 2019/2020 academic year".

This research is a comparative study which aims to determine the learning outcomes of Class X students of SMK Eria Medan who are taught using Creative Problem Solving and Discovery Learning learning models. The population in this study was class X AP SMK Eria Medan. The sampling technique used was total sampling. Where the class that is the sample of this research is class X AP 1 with 26 students as the experimental class with the Creative Problem Solving (CPS) learning model and the Discovery Learning learning model, then there is one (1) class to be examined totaling 26 people.

Student learning outcomes using the problem solving creative learning model were higher than the discovery learning model. This can be seen from the learning outcomes of students who are taught using the creative problem solving learning model, it is obtained that the average value of learning outcomes from posttest is 80.77 with a standard deviation of 9.73, and student learning outcomes using discovery learning learning models are obtained on average. Post-test average of 75.12 with a standard deviation of 13.56.

There are differences in archiving learning outcomes that are taught using problem solving creative learning models and learning outcomes from discovery learning models. This can be seen from the hypothesis testing obtained $t_{count} = 1.878$ and $t_{table} = 1.68$ at the level $\alpha = 0.05$ and $dk = 26 + 26 - 2 = 50$. If t_{count} is compared with t_{table} , it is obtained $t_{count} > t_{table}$ for $(1.878 > 1.68)$. So it can be said that "there are differences in student learning outcomes using the creative problem solving learning model with the discovery learning model at X SMK Eria Medan in the 2019/2020 Academic Year.

Keywords: *Creative Problem Solving, Discovery Learning, archiving learning outcomes.*