ABSTRAK

Taho M. Simanjuntak: *Penerapan Model Pembelajaran Explicit Instruction Untuk Meningkatkan Hasil Belajar Menggambar Dengan Perangkat Lunak Siswa Kelas XI Kompetensi Keahlian TGB SMK N 1 Balige.* Skripsi. Fakultas Teknik Universitas Negeri Medan. 2016

Penelitian ini bertujuan untuk mengetahui apakah penerapan model pembelajaran *explicit instruction* dapat meningkatkan hasil belajar menggambar dengan perangkat lunak pada siswa kelas XI kompetensi keahlian TGB di SMK N 1 Balige.

Jenis penelitian adalah Penelitian Tindakan Kelas (PTK). Subjek penelitian adalah siswa kelas XI-TGB di SMK Negeri 1 Balige Tahun Ajaran 2015/2016 berjumlah 21 siswa. Objek penelitian adalah meningkatkan hasil belajar siswa melalui penerapan model pembelajaran langsung tipe *explicit instruction* pada siswa kelas XI Teknik Gambar Bangunan di SMK Negeri 1 Balige. Data diperoleh dari hasil *pretest, posttest* dan observasi, tes yang diberikan merupakan tes praktek. Dari hasil *pretest* dan *postest* diperoleh hasil nilai rata–rata dan klasikal ketuntasan belajar siswa.

Pada siklus I hasil *pretest* yang diberikan kepada 21 siswa, lulus 9 siswa (42,86%) dan tidak lulus 12 (57,14%), dengan nilai rata-rata kelas adalah (68,23%). Hasil *posttest* setelah menggunakan model pembelajaran langsung tipe *explicit instruction* diakhir siklus I dari 21 siswa, lulus 16 siswa (76,19%) dan tidak lulus 5 siswa (23,81%), nilai rata-rata kelas adalah (76,86%). Pada siklus II hasil *pretest* dari 21 siswa siswa, lulus sebanyak 13 siswa (61,90%) dan tidak lulus 8 siswa (39,10%), nilai rata-rata kelas adalah (71,42%). Hasil *posttest* dari 21 siswa siswa setelah menggunakan model pembelajaran pembelajaran langsung tipe *explicit instruction,* lulus 19 siswa (90,47%) dan tidak lulus 2 siswa (9,53%), nilai rata-rata kelas adalah (88,09%), maka ketuntasan klasikal pada siklus II sudah tercapai. Dari hasil penelitian dan analisis data penelitian, kesimpulan penelitian setelah dilaksanakan adalah model pembelajaran *explicit instruction*, hasil belajar siswa meningkat pada mata pelajaran menggambar dengan perangkat lunak.

Kata Kunci : *Explicit instruction*, gambar, hasil belajar, model

ABSTRACT

Taho M. Simanjuntak: Application Of Explicit Instruction Learning Model To Improve Student Learning Outcomes Draw With Software In Class XI Student Competence In Building Engineering Drawings at SMK N 1 Balige. A Skripsi. Faculty of Engineering State University of Medan

This study aims to determine whether the application of learning models explicit instruction to improve learning outcomes draw with software in class XI student competence in building engineering drawings SMK N 1 Balige.

This type of research is the Classroom Action Research. The subjects were students of class XI student building engineering drawings at SMK Negeri 1 Balige the Academic Year 2015/2016 totaling 21students. The object of research is to improve student learning outcomes through the application of direct learning model type of explicit instruction in class XI student of building engineering drawings at SMK Negeri 1 Balige. Data obtained from the pretest, posttest and observation, tests are given a practice test. The results of the pretest and posttest results obtained average value and classical learning completeness students.

In the first cycle of the pre test given to 21 students, graduated 9 students (42.86%) and did not pass the 12 students (57.14%), with the average value of the class are (68.23%). Posttest results after using the direct learning model type of explicit instruction at the end of the first cycle of 21 students, graduated 16 students (76.19%) and did not pass the 5 students (23.81%), the average value of the class are (76.86%). In the second cycle pretest results of 21 students of students, graduate as many as 13 students (61.90%) and did not pass 8 students (39.10%), the average value of the class are (71.42%). Posttest results of 21 students students after using the learning model type of explicit direct instruction instruction, graduated 19 students (90.47%) and does not pass 2 students (9.53%), the average value of the class are (88.09%), the classical completeness in the second cycle has been reached. From the research and analysis of research data, the conclusion after a study was implemented learning model of explicit instruction, student learning outcomes is increased in subjects with software drawing.

Keywords: Explicit instruction, image, learning outcomes, the model