

SARI

Gunawan, A. D. 2019. "Penerapan Metode Pembelajaran *Two Stay Two Stray* Berbantuan Permainan *Ganbatte* Terhadap Kemampuan Komunikasi Matematis Siswa Pada Pokok Bahasan Aljabar". Skripsi, Pendidikan Matematika. Universitas Islam Sultan Agung Semarang. Pembimbing I M. Abdul Basir, S.Pd., M.Pd., II Nila Ubaidah, S.Pd., M.Pd.

Kata Kunci : Kemampuan Komunikasi, *Two Stay Two Stray*, *Ganbatte*, Aljabar.

Penelitian ini bertujuan untuk mengetahui rata-rata hasil kemampuan komunikasi siswa menggunakan metode pembelajaran *Two Stay Two Stray* dengan permainan *Ganbatte* mencapai kriteria minimal 75, mengetahui adanya pengaruh aktivitas siswa dalam pembelajaran *Two Stay Two Stray* dengan permainan *Ganbatte* terhadap kemampuan komunikasi siswa materi aljabar.

Penelitian ini merupakan penelitian kuantitatif. Populasi dalam penelitian ini adalah siswa kelas VIII pada MTs Al-Islam Bringin. Sebanyak 20 siswa menjadi sampel dalam pengumpulan data. Metode pengumpulan data pada penelitian ini menggunakan observasi dan tes.

Hasil penelitian menunjukkan, rata-rata hasil kemampuan komunikasi siswa sebesar 80,00. Rata-rata hasil aktivitas siswa sebesar 86,10. Uji statistik regresi linear sederhana menunjukkan presentase sebesar 70,9 % berkategori sedang. Pada distribusi t diperoleh nilai sig. Nilai $t_{hitung} = 2,777 > t_{tabel} = 1,725$ dengan probabilitas $0,000 < 0,05$. Ini berarti variabel aktivitas siswa mempunyai hubungan linear terhadap kemampuan komunikasi siswa. Pengaruh aktivitas siswa terhadap kemampuan komunikasi siswa diperoleh persamaan $\hat{y} = -8,740 + 1,031X$. Nilai $F_{hitung} = 43,767 > F_{tabel} = 4,41$ dengan probabilitas nilai sig. sebesar $0,000 < 0,05$ dan nilai *R square* $0,709 = 70,9\%$ ini berarti 70,9 % variasi yang terjadi didalam Y dapat dijelaskan oleh X melalui model regresi $\hat{y} = -8,740 + 1,031X$ sedangkan 29,1 % nya dipengaruhi oleh variabel lain. Kesimpulan dari penelitian ini adalah metode pembelajaran pembelajaran *two stay two stray* berbantuan permainan *ganbatte* lebih efektif meningkatkan kemampuan komunikasi matematis siswa dan hasil keaktifan siswa kelas VIII MTs Al-Islam Bringin Tahun Pelajaran 2018/2019 yang dikenai metode pembelajaran *two stay two stray* berbantuan permainan *ganbatte* lebih baik.

ABSTRACT

Gunawan, A.D. 2019 “ The Implementation Of Two Stay Two Stray Learning Method With The Help Of Ganbatte Games Towards Communication Skill Of Junior High School Student With The Algebraic Subject”. Final Project, Mathematic Education. Sultan Agung Islamic University Semarang , mentor I M. Abdul Basir, S. Pd., II. Nila Ubaidah, S.Pd., M.Pd

Keyword : Communication Skill, Two Stay Two Stray, Ganbatte, Algebraic.

This research aims to know the average result of student communication skill using Two Stay Two Stray learning with Ganbatte game reach minimum criteria 75, knowing there is effect in student activity in Two Stay Two Stray learning with the Ganbatte game towards student communication skill in algebraic matter.

This research was a quantitative research. Population in this research was VIII grade student in MTs Al-Islam Bringin. As many as 20 student become the sample in data collection. The data collection method in this research used observation and test.

Research result showed, the average result of student communication skill is 80,00. The average result of student activity is 86,10. Simple linear regression static test showed presentation of 70,9 % medium category. In t distribution was acquired sig value. Value $t_{count} = 2,777 > t_{table} = 1,725$ with probability $0,000 < 0,05$. This means student activity variable had a linear relation towards student communication skill. The effect of student activity toward student communication skill equation was obtained $\hat{y} = -8,740 + 1,031X$. Value $F_{count} = 43,767 > F_{table} = 4.441$ with sig value probability. As much as $0,000 < 0,05$ and Rvalue square $0,709 = 70,9$ % variation that happen in Y can be explained by X through regression model $\hat{y} = -8,740 + 1,031X$ meanwhile the 29,1% was influenced by by another variable. The conclusion from this research is two stay two stray learning method with the help ganbatte game more effective improving student mathematical communication skill and student activity in VIII grade MTs Al-Islam Bringin academic year of 2018/2019 that using two stay two stray learning method with the help of ganbatte game become better.