

## ABSTRAK

**ASRI DINANTI SILPIANI** : Pengaruh Model *Snowball Throwing* Berbantu *Memory Game* Terhadap Retensi Peserta Didik Pada Materi Virus

Penelitian ini dilatarbelakangi oleh temuan di lapangan yang memperlihatkan bahwa daya retensi peserta didik pada materi virus, cenderung rendah dan tidak merata. Sehingga model pembelajaran yang relevan yaitu *snowball throwing* berbantu *memory game*, karena dilakukan secara kooperatif dan menekankan partisipasi aktif peserta didik. Penelitian dilakukan untuk menganalisis pengaruh model *snowball throwing* berbantu *memory game* terhadap retensi peserta didik pada materi virus. Metode penelitian yang digunakan adalah quasi eksperimen dengan *non-equivalent control group design*. Sampel pada penelitian ini yaitu 36 peserta didik pada masing-masing kelas eksperimen dan kelas kontrol. Hasil penelitian menunjukkan bahwa keterlaksanaan pembelajaran *snowball throwing* berbantu *memory game* dikategorikan sangat baik. Hasil retensi peserta didik di kelas yang menggunakan, rata-rata sebesar 83% dengan kategori sangat baik. Sedangkan pada kelas tanpa, sebesar 78% dengan kategori baik. Hasil uji hipotesis menunjukkan bahwa terdapat pengaruh yang positif dari model *snowball throwing* berbantu *memory game* terhadap retensi peserta didik pada materi virus dengan nilai  $t_h (2,88) > t_t (1,99)$  serta nilai *effect size* 0,96 dengan kategori besar. Kelas yang menggunakan *snowball throwing* berbantu *memory game* menunjukkan respon baik. Berdasarkan analisis data dan pembahasan model *snowball throwing* berbantu *memory game*, disimpulkan memberi pengaruh positif yang signifikan terhadap retensi peserta didik pada materi virus.

**Kata Kunci** : *memory game*, retensi peserta didik, *snowball throwing*, virus



## **ABSTRACT**

**ASRI DINANTI SILPIANI** : *The Effect of Snowball Throwing Model Assisted by Memory Game on Students' Retention on Virus Material*

*This research is motivated by the findings in the field which show that the retention of students on virus material tends to be low and uneven. So that the relevant learning model is snowball throwing assisted by memory games, because it is carried out cooperatively and emphasizes the active participation of students. The research was conducted to analyze the effect of snowball throwing model assisted by memory game on students' retention on virus material. The research method used was quasi experiment with non-equivalent control group design. The sample in this study were 36 students in each experimental class and control class. The results showed that the implementation of snowball throwing learning assisted by memory games was categorized as very good. The retention results of students in classes that use, an average of 83% with a very good category. While in the class without, it was 78% with a good category. The results of hypothesis testing show that there is a positive influence of the snowball throwing model assisted by memory games on the retention of students on virus material with a value of  $t_h (2.88) > t_t (1.99)$ , as well as an effect size value of 0.96 with a large category. Classes that use snowball throwing assisted by memory games show a good response. Based on data analysis and discussion of the snowball throwing model assisted by memory games, it is concluded that it has a significant positive effect on the retention of students on virus material.*

**Keywords:** *learner retention, memory game, snowball throwing, virus*

