

ABSTRAK

Adam Nur Sobarudin : Pengaruh Model Pembelajaran *Reciprocal Teaching* Berbantu Media *Edpuzzle* Terhadap Hasil Belajar Kognitif Siswa pada Materi Ekosistem

Penelitian ini terkait dengan rendahnya prestasi belajar siswa pada materi ekosistem. Tujuan penelitian ini adalah untuk mengevaluasi pelaksanaan pembelajaran, meningkatkan prestasi belajar, menilai dampak prestasi belajar, dan respons model pembelajaran *Reciprocal Teaching* dengan bantuan media *Edpuzzle*. Metode penelitian yang digunakan adalah eksperimen semu dengan desain *Nonequivalent Control Group*, melibatkan dua kelas, yaitu kelas X MIPA 1 dan X MIPA 3 dengan total subjek sebanyak 62 siswa. Hasil penelitian menunjukkan bahwa persentase rata-rata pelaksanaan kegiatan guru mencapai 95%, sementara kegiatan siswa mencapai 92% pada materi ekosistem. Data hasil belajar, termasuk nilai pretes dan post-tes kelas eksperimen (44,22 dan 85,83) serta nilai pretes dan post-tes kelas kontrol (49,70 dan 71,80), menunjukkan peningkatan prestasi belajar siswa. Peningkatan nilai rata-rata untuk kelas eksperimen adalah 0,75, sementara untuk kelas kontrol adalah 0,42. Respons siswa terhadap model pembelajaran *Reciprocal Teaching* menunjukkan tanggapan positif dengan nilai rata-rata sebesar 79,41. Oleh karena itu, dapat disimpulkan bahwa penggunaan model pembelajaran *Reciprocal Teaching* dengan bantuan media *Edpuzzle* memberikan pengaruh positif dan signifikan terhadap prestasi belajar siswa pada materi ekosistem, dengan tingkat signifikansi T_{hitung} sebesar 2,314 yang melebihi T_{tabel} 1,668, sehingga H_0 ditolak dan H_1 diterima.

Kata Kunci : *Edpuzzle* , Ekosistem, Hasil Belajar, Respon Siswa



ABSTRACT

Adam Nur Sobarudin: The Influence of the Reciprocal Teaching Learning Model Assisted by Edpuzzle Media on Students' Cognitive Learning Outcomes on Ecosystem Material

his research is related to the low learning achievement of students in ecosystem material. The aim of this research is to evaluate the implementation of learning, improve learning achievement, assess the impact of learning achievement, and the response to the Reciprocal Teaching learning model with the help of Edpuzzle media. The research method used was a quasi-experiment with a Nonequivalent Control Group design, involving two classes, namely classes X MIPA 1 and X MIPA 3 with a total of 62 students as subjects. The results of the research show that the average percentage of implementation of teacher activities reached 95%, while student activities reached 92% on ecosystem material. Learning outcome data, including pretest and post-test scores for the experimental class (44.22 and 85.83) as well as pre-test and post-test scores for the control class (49.70 and 71.80), showed an increase in student learning achievement. The average increase in value for the experimental class was 0.75, while for the control class it was 0.42. Student responses to the Reciprocal Teaching learning model showed a positive response with an average score of 79.41. Therefore, it can be concluded that the use of the Reciprocal Teaching learning model with the help of Edpuzzle media has a positive and significant influence on student learning achievement in ecosystem material, with a significance level of Tcount of 2.314 which exceeds Ttable of 1.668, so that H0 is rejected and H1 is accepted.

Keywords: Edpuzzle, Ecosystem, Learning Results, Student Response