

PENGARUH PEMBELAJARAN DENGAN PEMBERIAN *REWARD and PUNISHMENT* TERHADAP HASIL BELAJAR SISWA KELAS V PADA PELAJARAN TEMATIK TEMA 9 SUBTEMA 3 POKOK BAHASAN MANUSIA DAN BENDA DI LINGKUNGANNYA DI MIN 1 MOJOKERTO.

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ABSTRAK

Pratama, Surya. 20151700126029. “Pengaruh pembelajaran dengan pemberian Reward And Punishment Terhadap Hasil Belajar Siswa Kelas V Pada Pelajaran Tematik Tema 9 Subtema 3 Pokok Bahasa Manusia Dan Benda Dilingkungannya Di Min 1 Mojokerto”. Skripsi. Pendidikan Guru Madrasah Ibtidaiyah. Fakultas Tarbiyah. Institut KH. Abdul Chalim Mojokerto. Pembimbing : Benny Angga Permadi, M.Pd

Kata Kunci: *Reward and Punishment*, Hasil Belajar

Salah satu peran seorang guru dalam melaksanakan pembelajaran yaitu melakukan usaha-usaha yang dapat memberikan motivasi untuk mendorong peserta didik untuk belajar secara sungguh-sungguh. Salah satu cara memberikan motivasi terhadap peserta didik dengan memberikan penghargaan (*reward*) maupun hukuman (*punishment*). Dengan pendekatan pembelajaran *reward and punishment* pada pembelajaran tematik maka diharapkan dapat menjadi salah satu alternatif pemecahan masalah di dalam proses pembelajaran di kelas.

Penelitian ini memiliki rumusan masalah Bagaimana penerapan pemberian *reward and punishment* terhadap hasil belajar siswa kelas V pelajaran tematik tema 9 subtema 3 pokok bahasan manusia dan benda dilingkungannya di MIN 1 Mojokerto dan Bagaimana pengaruh pemberian *reward and punishment* terhadap hasil belajar siswa kelas V pelajaran tematik tema 9 subtema 3 pokok bahasan manusia dan benda di lingkungannya di MIN 1 Mojokerto. Penelitian ini menggunakan *eksperimen* (*eksperimen semu*), yaitu *eksperimen* yang mengendalikan terhadap variabel *non-eksperimental* tidak begitu ketat, dan penentuan sampelnya tidak menggunakan randomasi, yaitu *one group pretest posttest design*, bertujuan untuk mengetahui penerapan pemberian *reward and punishment* dan pengaruh pemberian *reward and punishment*.

Pemberian *reward and punishment* ini dilakukan apabila siswa berhasil menjawab dengan benar pertanyaan yang diberikan akan mendapat pujian dan hadiah. Sedangkan siswa yang tidak bisa menjawab pertanyaan dengan benar akan mendapat hukuman. Hasil dari penelitian menunjukkan bahwa pengaruh pemberian *reward and punishment* mempunyai nilai Sig. (2-tailed) adalah sebesar $0,000 < 0,05$, dan $T \text{ tabel} = 2,131 < T \text{ hitung} = 9,392$, maka (H_0) ditolak dan (H_1) diterima. Sehingga dapat disimpulkan bahwa terdapat pengaruh hasil belajar dengan pemberian *reward and punishment* terhadap hasil belajar siswa.

ABSTRACT

Pratama, Surya. 2015100126029. "The influence of reward and punishment for the learning outcomes of fifth grade students on Thematic subjects theme 9 sub-themes 3 subjects of human being and objects in their environment Min 1 Mojokerto". Thesis. Teacher's education of Madrasah Ibtidaiyah. Tarbiyah Faculty. Institut KH. Abdul Chalim Mojokerto. 2019.

Key words : reward and punishment, learning outcomes.

One of the roles of the teacher in carrying out learning is to make efforts that can provide motivation to encourage students to learn seriously. one way to provide motivation for students is by giving awards and punishment. With the reward and punishment learning approach to thematic learning, it is expected to be an alternative problem solving in the learning process in the class.

This research has the formulation of the problem of how the application of reward and punishment to the learning outcomes of fifth grade students thematic subjects theme 9 subtheme 3 subjects of human beings and objects in their environment in MIN 1 mojokerto and how the influence of giving rewards and punishment to the learning outcomes of fifth grade students thematic subjects theme 9 subthema 3 subject of humans being and objects in their environment in MIN 1 Mojokerto, This reseach uses an experiment (quasi-experimental), which is an experiment that controls non-experimental variables that are not so strict, and the determination of the sample does not use randomization, which is one group pretest posttest design. The purpose of this research is to determine the application of reward and punishment and the influence of reward and punishment.

Giving reward and punishment is done if students succeed in answering the questions correctly will get praise and prizes. Whereas students who cannot answer the question correctly will be punished. The results of the study showed that the effect of giving reward and punishment had a Sig. (2-tailed) is 0,000 < 0.05, and T table = 2.131 < T count = 9.3392, then (H_0) is rejected and (H_1) is accepted. So it can be concluded that there is an influence of learning outcomes by giving rewards and punishment to student learning outcomes.