

# Keefektifan Model *Student Teams Achievement Division* Berbasis Pendidikan Karakter Berbantu *Compact Disk* Interaktif Terhadap Kemampuan Pemecahan Masalah Pada Materi Kubus Dan Balok

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## Abstrak

Masalah dalam penelitian ini adalah bahwa kemampuan pemecahan masalah peserta didik rendah karena peserta didik tidak terbiasa memecahkan masalah dari pertanyaan pertanyaan soal soal yang termasuk soal tingkatan kognitif yang sukar , sehingga peserta didik sering salah dalam mengerjakan soal soal tersebut. Untuk mengatasi masalah tersebut dengan menerapkan model pembelajaran *Student Teams Achievement Division* berbasis pendidikan berbantuan *Compact Disk Interaktif* Penelitian ini bertujuan untuk mengetahui keefektifan model pembelajaran *Student Teams Achievement Division* terhadap kemampuan pemecahan masalah peserta didik kelas VIII BANGUN RUANG. Jenis penelitian eksperimental, populasi semua peserta didik kelas VIII di SMP ALHUDA 2018/2019. Pengambilan sampel adalah cluster random sampling. Sampel penelitian adalah kelas kontrol VIII B, kelas eksperimen VIII C dan kelas percobaan VIII A. Hasil penelitian menunjukkan bahwa peserta didik mencapai kemampuan pemecahan masalah matematika lengkap secara individual: 84,40 dan klasik: 87,5%. Pengaruh motivasi belajar dan keaktifan belajar pada kemampuan pemecahan masalah matematika adalah 98,7%, ada perbedaan dalam rata-rata kelas eksperimen: 84,40 dan kelas kontrol: 72,35. Dapat disimpulkan bahwa model pembelajaran *Student Teams Achievement Division* berbasis pendidikan karakter berbantuan *Compact Disk Interaktif* terhadap kemampuan pemecahan masalah matematika dalam materi BANGUN RUANG efektif.

**Kata kunci:** *Student Teams Achievement Division*, pendidikan karakter, kemampuan pemecahan masalah matematis, *Compact Disk Interaktif*.

The problem in this study is that students' problem solving abilities are low because students are not accustomed to solving problems from question questions about questions that include difficult cognitive level questions, so students are often wrong in working on the questions. To overcome this problem by applying the Student Teams Achievement Division-based learning model assisted by Interactive Compact Disk This study aims to determine the effectiveness of the Student Teams Achievement Division learning model on problem solving abilities of eighth grade students in SPACE BUILDING. Type of experimental research, population of all eighth grade students in ALHUDA Middle School 2018/2019. Sampling is cluster random sampling. The research sample was control class VIII B, experimental class VIII C and experimental class VIII A. The results showed that students achieved the ability to solve complete mathematical problems individually: 84.40 and classical: 87.5%. The effect of learning motivation and learning activeness on mathematical problem solving abilities was 98.7%, there were differences in the average of the experimental class: 84.40 and the control class: 72.35. It can be concluded that the Student Teams Achievement Division learning model is based on Compact Disk Interactive character education on the ability to solve mathematical problems in effective SPACE BUILDING material.

**Keywords:** Student Teams Achievement Division, character education, mathematical problem solving ability, Interactive Compact Disk ...

