

**PENGARUH MODEL *COLLABORATIVE LEARNING*  
DENGAN *TEKNIK JUMPING TASK* TERHADAP  
HASIL BELAJAR MATEAMTIKA SISWA  
KELAS III SD NEGERI 101740  
TANJUNG SELAMAT  
T.A 2023/2024**

**ABSTRAK**

Tujuan penelitian ini untuk mengetahui pengaruh *Collaborative Learning* dengan Teknik *Jumping Task* terhadap hasil belajar mateamtika siswa kelas III SD Negeri 101740 Tanjung Selamat. Penelitian ini merupakan penelitian eksperimen semu (Quasi Exsperiment) dengan rancangan *Posttest-Only Group Design*. Populasi didalam penelitian ini kelas ekspriment 27 orang daan dikelas kontrol 27 orang. Instrument penelitian ini adalah test hasil belajar . Instrumetn yang digunakan dalam penelitian ibi berupa tes pilihan berganda. Data yang dikumpulkan dianalisis secara statistik menggunakan uji- t. Hasil penelitian menunjukkan terdapat perbedaan hasil belajar matematika sisiwa yang belajar dengan menggunakan tidak menggunakan *Collaborative Learning* dengan siswa yang belajar dengan menggunakan Collaborative Learning.

Hasil nilai rata-rata pretest siswa kelas IIIA yaitu 49,47 dan nilai rata-rata siswa kelas IIIB yaitu 43,33. Setelah kedua kelas diberi perlakuan yang berbeda, maka diperoleh nilai rata-rata kelas IIIA dengan menggunakan model *Collaboerative Learning* yaitu 82,96 dan nilai rata-rata kelas IIIB dengan menggunakan pembelajaran tanpa mennggunakan model *Collaborative Learning* yaitu 6,30. Nilai rata-rata hasil belajar siswa dengan menggunakan model *Collaborative Learning* lebih tinggi dibandingkan nilai rata-rata hasil belajar dengan menggunakan pembelajaran tanpa *Collaborative Learning*. Hasil data posttest, uji pengujian hipotesis dengan menggunakan uji t diperoleh atau

$T_{hitung} = 1,67 > T_{tabel} = 0,768$ . sehingga ditolak, maka dapat disimpulkan bahwa ada pengaruh signifikan model pembelajaran Collaborative Learning terhadap hasil belajar siswa pada mata pelajaran Matematika di kelas III SD Negeri 101740 Tanjung Selamat Tahun Pelajaran 2023/2024.

**Kata kunci:** *Collaborative Learning*, belajar, Hasil belajar dan teknik *Jumping Task*



**THE INFLUENCE OF *COLLABORATIVE LEARNING* MODEL  
USING *JUMPING TASK* TECHNIQUE ON MATHEMATICS  
LEARNING OUTCOMES OF CLASS III STUDENTS  
OF STATE PRIMARY SCHOOL  
101740 TANJUNG SELAMAT  
SCHOOL YEAR  
2023/2024**

**ABSTRACT**

The aim of this research is to determine the effect of Collaborative Learning using the Jumping Task Technique on the mathematics learning outcomes of class III students at SD Negeri 101740 Tanjung Selamat. This research is a quasi-experimental research (Quasi Experiment) with a Posttest-Only Group Design plan. The population in this study was 27 people in the experimental class and 27 people in the control class. The instrument of this research is a learning outcomes test. The instrument used in this research is a multiple choice test. The collected data was analyzed statistically using the t-test. The results of the research show that there are differences in the mathematics learning outcomes of students who study using or not using Collaborative Learning and students who study using Collaborative Learning.

The average pretest score for class IIIA students was 49.47 and the average score for class IIIB students was 43.33. After the two classes were given different treatment, the average score for class IIIA using the Collaborative Learning model was 82.96 and the average score for class IIIB using learning without using the Collaborative Learning model was 6.30. The average value of student learning outcomes using the Collaborative Learning model is higher than the average value of learning outcomes using learning without Collaborative Learning. The results of the posttest data, hypothesis testing using the t test were

obtained or  $T_{hitung} = 1.67 > T_{tabel} = 0.768$ . so it is rejected, it can be concluded that there is a significant influence of the Collaborative Learning learning model on student learning outcomes in Mathematics subjects in class III of SD Negeri 101740 Tanjung Selamat for the 2023/2024 academic year.

**Keywords: Collaborative Learning, learning, learning outcomes and Jumping Task technique.**



