ABSTRAK

ANEU RIZKY YULIANA, 2024. **PENGARUH MODEL PEMBELAJARAN *AUDITORY INTELLECTUALLY REPETITION* (AIR) BERBANTUAN MEDIA *GAME OF QUESTION CARD* TERHADAP HASIL BELAJAR KOGNITIF SISWA** (Studi Eksperimen pada Mata Pelajaran Geografi Materi Lapisan Atmosfer Kelas X SMA Negeri 24 Garut). Jurusan Pendidikan Geografi, Fakultas Ilmu Keguruan dan Ilmu Pendidikan, Universitas Siliwangi, Tasikmalaya.

Latar belakang penelitian ini adalah hasil belajar kognitif siswa pada mata pelajaran geografi yang masih rendah dalam memahami materi karakteristik lapisan atmosfer. Materi tersebut dipelajari di kelas X yang terdapat dalam kurikulum Merdeka. Adanya kesulotan dari guru dalam penyampaian materi agar siswa mampu memahami materi yang diberikan dikarenakan cara belajar siswa yang beragam menjadi salah satu faktor rendahnya hasil belajar kognitif, di mana masih banyaknya siswa dengan hasil belajar kognitif di bawah KKM. Tujuan penelitian ini adalah untuk mengetahui tahapan dan pengaruh penerapan Model pembelajaran *Auditory Intellectually Repetition* (AIR) berbantuan media *game of question card* pada materi karakteristik lapisan atmosfer di kelas X SMA Negeri 24 Garut, Kabupaten Garut. Metode yang digunakan dalam penelitian ini adalah metode eksperimen. Teknik pengambilan sampel yang digunakan adalah teknik *simple random sampling,* sebanyak 67 orang yang terdiri dari dua kelas, kelas X-01 (kelas eksperimen) dan kelas X-02 (kelas kontrol)*,* dengan teknik analisis data yaitu analitis deskriptif, analisis data statistic, uji normalitas, uji homogenitas, dan uji gain. Hasil penelitian menunjukan bahwa penerapan model pembelajaran *Auditory Intellectually Repetition* (AIR) berbantuan media *game of question card* terdiri dari langkah: *Auditory, Intellectually, Repetition.* Kelas yang diberikan treatment dengan menggunakan model pembelajaran *Auditory Intellectually Repetition* (AIR) berbantuan media game of *question card* dibuktikan oleh hasil perhitungan nilai gain yang didapat di kelas eksperimen lebih banyak di 0, 559 dengan kategori sedang, sedangkan di kelas kontrol lebih banyak di 0,36 dengan kategori sedang, Berdasarkan hal tersebut maka dapat disimpulkan bahwa penerapan model pembelajaran *Auditory Intellectually Repetition* (AIR) berbantuan media *game of question card* memiliki pengaruh terhadap hasil belajar kognitif siswa lebih baik dibandingkan dengan yang menggunakan model pembelajaran *Student Teams Achievement Division* (STAD) tanpa menggunakan media pembelajaran.

Kata Kunci: *Auditory Intellectually Repetition* (AIR), media *game of question card*, hasil belajar kognitif

ABSTRACT

ANEU RIZKY YULIANA, **2024.** *THE INFLUENCE OF THE AUDITORY INTELLECTUALLY REPETITION (AIR) LEARNING MODEL ASSISTED WITH GAME OF QUESTION CARD MEDIA ON STUDENTS' COGNITIVE LEARNING OUTCOMES (Experimental Study on Geography Subjects, Atmospheric Layer Material, Class X, SMA Negeri 24 Garut). Department of Geography Education, Faculty of Teacher Training and Education, Siliwangi University, Tasikmalaya.*

The background to this research is the cognitive learning results of students in geography subjects who are still low in understanding the characteristics of atmospheric layers. This material is studied in class X in the Merdeka curriculum. There is difficulty for teachers in delivering material so that students are able to understand the material given because students' diverse learning methods are one of the factors for low cognitive learning outcomes, where there are still many students with cognitive learning outcomes below the KKM. The aim of this research is to determine the stages and effects of implementing the Auditory Intellectually Repetition (AIR) learning model assisted by the game of question card media on the material on the characteristics of atmospheric layers in class X of SMA Negeri 24 Garut, Garut Regency. The method used in this research is the experimental method. The sampling technique used was simple random sampling technique, a total of 67 people consisting of two classes, class X-01 (experimental class) and class X-02 (control class) with data analysis techniques, namely descriptive analysis, statistical data analysis, normality test, homogeneity test and gain test. The research results show that the application of the Auditory Intellectually Repetition (AIR) learning model assisted by the game of question card media consists of the steps: Auditory, Intellectually, Repetition. Classes that were given treatment using the Auditory Intellectually Repetition (AIR) learning model assisted by the game of question card media were proven by the calculation results of the gain value obtained in the experimental class which was more at 0.559 in the medium category, while in the control class it was more at 0. 36 in the medium category, Based on this, it can be concluded that the application of the Auditory Intellectually Repetition (AIR) learning model assisted by the game of question card media has a better influence on students' cognitive learning outcomes compared to using the Student Teams Achievement Division (STAD) learning model without using learning media.

Keywords: Auditory Intellectually Repetition (AIR), question card game media, cognitive learning outcomes