ABSTRACT

RESTY FAUZIAH. 2023. **PENGARUH PEMBERIAN *REWARD AND PUNISHMENT* DALAM MODEL PEMBELAJARAN *NUMBER HEAD TOGETHER* TERHADAP AKTIVITAS BELAJAR SISWA** (Kuasi Eksperimen pada Mata Pelajaran Sejarah Peminatan Materi Pokok Respon Bangsa Indonesia terhadap Imperialisme dan Kolonialisme di Kelas XI IPS 4 SMAN 5 Tasikmalaya Semester Genap Tahun Ajaran 2022/2023). Jurusan Pendidikan Sejarah Fakultas Keguruan dan Ilmu Pendidikan. Universitas Siliwangi.

This study aims to determine the effect of reward and punishment in the number head together model on student learning activities. Based on the results of observations made in class XI IPS 4 SMAN 5 Tasikmalaya that student learning activity in history subjects is still low. Low student learning activity is characterized by less active and less contributing students in learning. This can be seen from the low question-and-answer activity, the low desire to express opinions and listen to history subject matter. Varied learning is one of the factors that influence student learning activities. The research method uses a quantitative approach. The research design is a quasi-experimental nonequalivalent control group design. The population of the study were all XI IPS classes and the sample was only XI IPS 4. Data analysis techniques used the normality test, homogeneity test and hypothesis testing. Data collection techniques were carried out by means of observation, pretest-posttest questionnaire sheets and documentation. The results of the study show that there is an influence from giving reward and punishment in the number head together model on learning activities. These results are based on data analysis on pretest and posttest scores which increased from 65.34% to 77.39%. It is also proven from the results of the independent sample t-test that the Asymp Sig 2 tailed value is smaller than the probability value, namely 0.000 <0.05. This means that Ha is accepted and Ho is rejected. So this interpretation shows that there is influence from the effect of giving reward and punishment in the number head together model on learning activities

Keywords: Reward and Punishment, Number Head Together, Student Learning Activities