

## **ABSTRACT**

### ***The Influence of the Numbered Head Together (NHT) Cooperative Learning Model on Students' Interest in Learning Through the Traditional Game of Snakes and Dragons in Class IV SDN Lenteng Timur I Sumenep Regency for the 2020/2021 Academic Year. Inayatul Maghfirah Agustania***

*Keywords: Numbered Head Together (NHT) Model, Learning Interest, Dragon Snake Traditional Game*

*Interest in learning is one of the obstacles students face in participating in learning activities at school. Many students have low interest in learning so they have difficulty in understanding the learning given. This is what motivated the author to attract students' interest in learning by using the Numbered Head Together (NHT) cooperative learning model through the traditional game of Snakes and Dragons. This study aims to determine how the effect of the cooperative learning model Numbered Head Together (NHT) on students' interest in learning through the traditional game of Snakes and Dragons.*

*The method used in this research is True-Experimental Design in the form of Pretest-Posttest Control Group Design. The population in this study were all fourth grade students at SDN Lenteng Timur I and the research sample was 48 students. 24 students as the experimental class and 24 students as the control class. The instrument used in this study was a test (pretest and posttest) with a total of 15 questions each in the form of multiple choice and also a questionnaire with a total of 14 questions.*

*Based on the results of the analysis that has been carried out, the average pretest value for the control class is 46.58, and the pretest value for the experimental class is 46.88. The posttest value of the control class was 58.92, and the posttest value of the experimental class was 84.13. The results of the questionnaire on learning interest in the control class, there are 37.5% who have good answer criteria and 62.5% who have sufficient answer criteria for learning using conventional learning models. And for the results of the analysis in the experimental class, there are 100% of students who have very good answer criteria in learning using the Numbered Head Together (NHT) learning model through the traditional game of Snakes and Dragons. Thus, it can be concluded that the use of the Numbered Head Together (NHT) learning model through the traditional game of Snakes and Dragons has an influence on student interest in learning at SDN Lenteng Timur I.*