**CHAPTER I**

**INTRODUCTION**

1. **Background**

In life of a nation, education plays an important role to ensure the survival of the state and nation, because education is a vehicle for improving and developing the quality of human resources. Today, Indonesian people still faces severe educational problems, particularly how responsive education in facing the challenges of globalization.

In the globalization era requires Indonesia to compete with other nations in the world in mastering science and technology. Thus the problem of education is one of the main priorities should be encouraged to support the development of a nation, especially Indonesia.

One of the educational materials that need to receive sufficient attention by the learners is math. Mathematics is the basic of science or prior knowledge that students need to support their learning success in higher education. In fact mathematics is required by everyone in daily life. So the math is one of the subjects in the school that plays an important role in the implementation of science and technology. This is caused by a mathematical function as a means of logical thinking, analytical and systematic.

Due to the important role of mathematics, the teaching of mathematics at various levels of formal education is deserves a serious attention and handling. The students at various levels of education including high school are absolutely required to mastery math. Even more than that, students are expected to have high mathematics learning outcomes.

However, the reality in the field shows that the learning process is carried out in SMP Negeri 1 Patampanua Kabupaten Pinrang showed that most students think mathematics is a difficult subject. Then the assumption is causes most students have little or no interest in mathematics and finally has implication for student low learning achievement. They say do not like mathematics subject because they have to memorize a lot of formulas in order to solve a question.

Overcoming the problem above cannot be separated from the learners and teacher readiness. Learners are required to have an interest in mathematics. Similarly, teachers have to master the material that will be taught and has skill in teaching it. Essentially, learning process is a process of communication, where the teacher acts as a messenger and students as recipients of the message.

Communication inter-students also take place during the learning process, which is called discussion. Therefore, the mathematics learning would be better if the students play an active role, means that students are placed as the subject of learning and the teacher as a manager of the learning process.

The way to teach of a teacher is determine the success of learners. If the students like the teachers’ way to teach then the subject that will be taught quickly absorbed by the students. Therefore, a professional teacher in carrying out their teaching duties should be able to apply various learning model effectively and efficiently.

One learning model which meant that able to create a conducive learning environment, in the sense that can stimulate curiosity and motivate students to become actively engaged in learning activities is a cooperative learning model. Student involvement in the learning process will give great opportunities to learning objectives achievement. Cooperative learning model is intended to provide wider opportunities for students to increase their activity in order to truly feel took part and played an active role in the learning process to overcome the problem or solve the problems given by the teacher.

Cooperative learning model by using Gallery Walk and Quick on the Draw method give emphasis on the active involvement of students when learning takes place. Gallery walk method is one method of learning where students can be formed into small groups to complete a given task or project, then the material is placed on a large paper and designed as beautiful and interesting as possible, and then pasted on the wall, and the members of each group visit the gallery of other groups.

Cooperative learning model by using gallery walk method is previously used by Fitriani Hafid (2014) on her research in mathematics learning for elements of circle subject grade VIII SMP Negeri 7 Alla Kab. Enrekang academic year 2013/2014. Student mathematics learning outcomes in her research is in high category with an average of 80.94 and standard deviation of 9.73 from score ideal of 100.

Gallery walk method is used to activate every individual or group in learning. The goal of this method is to help group cooperation and give appreciation and correction in learning mutually. By using this method, it will create a learning process that involving teachers and students more active.

Quick on the draw (DR) method is a learning activity with games designed in cooperative learning model that allows students to learn more relaxed in addition to foster responsibility, teamwork, healthy competition and learning engagement. Quick on the draw is a learning that emphasizes the students’ activities and cooperation in finding, answering and reporting information from various sources into a game atmosphere that led to the group race through team work activities and speed. So hopefully from the learning process, learners can enjoy to learning and learning mathematics without the pressure, therefore it will affect the student mathematics learning outcomes.

Quick on the draw method was first introduced by Paull Ginnis who wants the students to work together cooperatively in small groups with a goal to become first group to complete a set of questions. With game atmosphere in learning, it will be interesting and creative effects in student learning.

Quick on the draw has been used before by Aisyah Suaib (2014) on her research in mathematics learning of circle grade VIII SMP Negeri 7 Binamu Kab. Jeneponto academic year 2013/2014. Student mathematics learning outcomes in her research is in high category with an average of 80.17 and standard deviation of 8.83 from score ideal of 100.

Based on the explanation above, author intend to conduct a research with in SMP Negeri 1 Patampanua with title “The Comparison Between Mathematics Learning Outcome of Students Taught Using Gallery Walk Method and Students Taught Using Quick on the Draw Method in Cooperative Learning Model for Function Material”.

1. **Problem Formulation**

Based on the background that has been stated above, then problems that will be investigated in this research are:

1. What is the description of students’ mathematics learning outcomes before and after taught using cooperative learning model with gallery walk method in SMP Negeri 1 Patampanua grade VIII?
2. What is the description of students’ mathematics learning outcomes before and after taught using cooperative learning model with quick on the draw method in SMP Negeri 1 Patampanua grade VIII?
3. What is the description of students’ response after taught using cooperative learning model with gallery walk method in SMP Negeri 1 Patampanua grade VIII?
4. What is the description of students’ response after taught using cooperative learning model with quick on the draw method in SMP Negeri 1 Patampanua grade VIII?
5. What is the description of students’ activity after taught using cooperative learning model with gallery walk method in SMP Negeri 1 Patampanua grade VIII?
6. What is the description of students’ activity after taught using cooperative learning model with quick on the draw method in SMP Negeri 1 Patampanua grade VIII?
7. Does student mathematics learning outcome improvement that are taught using cooperative learning model with gallery walk method is better than the student mathematics learning outcome that are taught using cooperative learning model with quick on the draw method in SMP Negeri 1 Patampanua grade VIII?
8. **Research Objectives**

According to the problem formulation above, then the objectives of this research are:

1. To know the students’ mathematics learning outcomes in SMP Negeri 1 Patampanua grade VIII before and after taught using gallery walk method.
2. To know the students’ mathematics learning outcome in SMP Negeri 1 Patampanua grade VIII before and after taught using quick on the draw method.
3. To know the students’ response in SMP Negeri 1 Patampanua grade VIII after taught using gallery walk method.
4. To know the students’ response in SMP Negeri 1 Patampanua grade VIII after taught using gallery quick on the draw.
5. To know the students’ activity in SMP Negeri 1 Patampanua grade VIII after taught using gallery walk method.
6. To know the students’ activity in SMP Negeri 1 Patampanua grade VIII after taught using quick on the draw method.
7. To know that the student mathematics learning outcome improvement which taught using gallery walk method is better than the student mathematics learning outcome which taught using quick on the draw method in SMP Negeri 1 Patampanua grade VIII
8. **Research Benefits**

Results of research implementation are expected to give some benefits as follows:

1. Are able provide information to various parties with education, especially mathematics education about the application of gallery walk method and quick on the draw method.
2. For students, information of this research will provide a space for students to feel which method can explore their potential in mathematics learning, whether using the gallery walk method or using quick on the draw method.
3. For teachers, information of this research allows teacher able to drive and guide students to more active in the learning process.
4. For schools, results of this research will provide a valuable contribution in the form of information to the schools themselves in order to improve mathematical learning.