

## ***ABSTARCT***

The results of observations at MAN 1 OKU, the media used has many shortcomings, including images that are not clear, can make students bored and cannot attract interest in learning. This study aims to determine student responses to the cognitive, affective and conative dimensions of game cards in active learning of the *sort card* type on the digestive system material in SMA/MA. The study used a descriptive method with a qualitative approach. The data collection technique used is indirect communication. The data collection tool used is a questionnaire sheet. The data analysis technique used in this research is data reduction, data presentation and conclusion drawing. The results showed that the percentage of student responses to game cards in the sort card type of active learning on the digestive system material at MAN 1 OKU received a very strong response with an average of 87,32% on the cognitive dimension, while on the affective dimension the motivation indicator got a percentage of 86,43%, student responses to the question indicator an average of 86,42% in the conative dimension. The conclusion of this study is that students have a very good response to the *sort card* type of game card learning media in active learning on the material of the human digestive system.

**Keywords :** Student Response Analysis, *Sort Card*, MAN 1 OKU