ABSTRAK

PENGARUH MODEL *DISCOVERY LEARNING* BERBASIS
PERMAINAN TEKA – TEKI SILANG TERHADAP
HASIL BELAJAR KELAS V

Oleh

NOVITASARI LUBIS

Masalah penelitian ini adalah ketuntasan hasil belajar peserta didik tematik yang masih rendah. Penelitian ini bertujuan untuk mengetahui pengaruh model *discovery learning* berbasis permainan teka – teki silang terhadap hasil belajar kelas V. Metode yang digunakan penelitian adalah *quasi experiment* dengan *nonequivalent control group design.* Populasi penelitian seluruh peserta didik kelas V sebanyak 61 peserta didik. Sampel penelitian ini adalah kelas V A sebagai kelas kontrol sebanyak 30 peserta didik dan kelas V B sebagai kelas eksperimen sebanyak 31 peserta didik. Teknik pengambilan menggunakan *simple random sampling.* Teknik pengumpulan data menggunakan dokumentasi, wawancara, observasi, dan tes. Hasil analisis data diperoleh simpulan bahwa ada pengaruh dalam penggunaan model *discovery learning* berbasis permainan teka – teki silang.

Kata kunci: hasil belajar, model *discovery learning*, teka-teki silang

ABSTRACT

**EFFECTS OF DISCOVERY LEARNING MODEL BASED ON
CROSSWORD PUZZLE GAMES ON CLASS V
LEARNING OUTCOMES**

By

NOVITASARI LUBIS

The problem of this research is the completeness of the learning outcomes of thematic students who are still low. This study aims to determine the effect of discovery learning models based on crossword puzzles on the fifth grade students learning outcomes. The method used in this research is a quasi experiment with nonequivalent control group design. The study population was all fifth grade students up to 61 students. The sample of this study was V A class as a control class of 30 students and V B class as an experimental class with 31 students. The retrieval technique used is simple random sampling. The data collection techniques were done by using documentation, interviews, observation, and tests. The results of data analysis obtained conclusions that there was influence in the use of discovery learning models based on crossword puzzles.

Key words**:** crossword puzzles, discovery learning models, learning outcomes,