

## ABSTRAK

### **PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN *BOARD GAME* ULAR TANGGA PADA PEMBELAJARAN PPKn TERHADAP KEMAMPUAN BERPIKIR KRITIS PESERTA DIDIK KELAS III SD NEGERI 1 METRO PUSAT**

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Masalah penelitian ini adalah rendahnya kemampuan berpikir kritis peserta didik kelas III SD Negeri 1 Metro Pusat dikarenakan proses pembelajaran PPKn belum menerapkan model dan media pembelajaran yang inovatif dan kreatif. Penelitian ini bertujuan untuk mendeskripsikan pengaruh model pembelajaran PBL berbantuan *board game* ular tangga pada pembelajaran PPKn terhadap kemampuan berpikir kritis peserta didik. Metode penelitian yang digunakan dalam penelitian ini menggunakan metode eksperimen semu (*quasi experimental design*) dengan desain penelitian yaitu *non-equivalent control group design*. Sampel penelitian ini berjumlah 58 peserta didik. Penentuan sampel penelitian menggunakan teknik purposive sampling. Teknik pengumpulan data menggunakan tes, wawancara, lembar observasi dan dokumentasi. Hasil N-gain dan uji regresi linier sederhana menunjukkan bahwa kemampuan berpikir kritis pada pembelajaran yang menggunakan model PBL berbantuan *board game* ular tangga lebih tinggi daripada kemampuan berpikir kritis pada pembelajaran dengan model *inquiry learning* berbantuan media PPT.

**Kata kunci:** kemampuan berpikir kritis, PPKn, *problem based learning*, *board game* ular tangga

## **ABSTRACT**

### **THE INFLUENCE OF THE PROBLEM BASED LEARNING MODEL ASSISTED WITH THE BOARD GAME SNAKES AND LADDERS ON PPKN LEARNING ON CRITICAL THINKING ABILITY CLASS III STUDENTS OF STATE 1 PRIMARY SCHOOL CENTRAL METRO**

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*The problem of this research is the low critical thinking ability of class III students at SD Negeri 1 Metro Pusat because the PPKn learning process has not implemented innovative and creative learning models and media. This research aims to describe the influence of the PBL learning model assisted by the Snakes and Ladders board game on Civics learning on students' critical thinking abilities. The research method used in this research uses a quasi-experimental method (quasi-experimental design) with a research design, namely non-equivalent control group design. The sample for this research consisted of 58 students. Determining the research sample used purposive sampling technique. Data collection techniques use tests, interviews, observation sheets and documentation. The results of the N-gain and simple linear regression tests show that the critical thinking ability in learning using the PBL model assisted by the snakes and ladders board game is higher than the critical thinking ability in learning using the inquiry learning model assisted by PPT media. The conclusion of this research shows that the PBL model assisted by the snakes and ladders board game has a significant influence in improving the critical thinking skills of class III students in PPKn learning at SD Negeri 1 Metro Pusat.*

**Keywords:** *critical thinking skills, civics, problem based learning, board game snakes and ladders*