

## ABSTRAK

### **PENGARUH PENERAPAN MODEL PEMBELAJARAN KOOPERATIF TIPE *MAKE A MATCH* BERBANTUAN MEDIA *FLASHCARD* DAN AUDIO VISUAL TERHADAP HASIL BELAJAR IPS PESERTA DIDIK KELAS V SDN 5 JATIMULYO**

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Masalah pada penelitian ini adalah rendahnya hasil belajar IPS peserta didik kelas V SD Negeri 5 Jatimulyo. Penelitian ini bertujuan untuk menganalisis (1) pengaruh model kooperatif tipe *make a match* berbantuan media *flashcard*, (2) pengaruh model kooperatif tipe *make a match* berbantuan media audio visual, (3) perbedaan antara pengaruh model kooperatif tipe *make a match* berbantuan media *flashcard* dan audio visual terhadap hasil belajar IPS peserta didik kelas V SD. Penelitian ini menggunakan metode *quasi eksperimen*. Sampel dalam penelitian ini berjumlah 63 peserta didik. Penentuan sampel penelitian menggunakan teknik *purposive sampling*. Teknik pengumpulan data menggunakan teknik tes berupa pilihan jamak. Hasil penelitian (1) terdapat pengaruh yang signifikan dalam penggunaan model kooperatif tipe *make a match* berbantuan media *flashcard*, (2) terdapat pengaruh yang signifikan dalam penggunaan model kooperatif tipe *make a match* berbantuan media audio visual, (3) terdapat perbedaan pengaruh antara model kooperatif tipe *make a match* berbantuan media *flashcard* dengan model kooperatif tipe *make a match* berbantuan media audio visual terhadap hasil belajar IPS peserta didik kelas V SDN 5 Jatimulyo Tahun Pelajaran 2023/2024.

**Kata kunci:** audio visual, *flashcard*, *make a match*

## **ABSTRACT**

### ***THE EFFECT OF THE APPLICATION OF COOPERATIVE LEARNING MODEL TYPE MAKE A MATCH ASSISTED BY FLASHCARDS AND AUDIO VISUAL MEDIA ON THE LEARNING OUTCOMES OF IPS STUDENTS IN GRADE V SDN 5 JATIMULYO***

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*The problem in this study is the low social studies learning outcomes of fifth grade students of SD Negeri 5 Jatimulyo. This study aims to analyze (1) the effect of cooperative model type make a match assisted by flashcard media, (2) the effect of cooperative model type make a match assisted by audio visual media, (3) the difference between the effect of cooperative model type make a match assisted by flashcard media and audio visual on social studies learning outcomes of fifth grade students. This research uses quasi-experimental method. The sample in this study amounted to 63 students. Determination of the research sample using purposive sampling technique. Data collection techniques using test techniques in the form of multiple choice. The results of the study (1) there is a significant effect in the use of cooperative model of make a match type assisted by flashcard media, (2) there is a significant effect in the use of cooperative model of make a match type assisted by audio visual media, (3) there is a difference in the effect between cooperative model of make a match type assisted by flashcard media with cooperative model of make a match type assisted by audio visual media on social studies learning outcomes of fifth grade students of SDN 5 Jatimulyo in 2023/2024 academic year.*

**Keywords:** *audio-visual, flashcards, make a match*