

ABSTRAK

PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN MEDIA VIDEO ANIMASI TERHADAP KEMAMPUAN KOGNITIF PESERTA DIDIK KELAS V SD NEGERI 1 JATI AGUNG

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Masalah dalam penelitian ini yaitu rendahnya tingkat kemampuan kognitif peserta didik kelas V di SD Negeri 1 Jati Agung. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan model PBL berbantuan media video animasi terhadap kemampuan kognitif peserta didik kelas V SD. Metode penelitian ini adalah *quasi experimental group design* dengan bentuk yang digunakan *nonequivalent control group design*. Populasi berjumlah 40 orang dan sampel yang digunakan yaitu 40 peserta didik kelas VA dan VB. Sampel ditentukan dengan teknik sampel jenuh. Pengumpulan data dengan teknik tes, observasi, dan dokumentasi. Hasil penelitian ini adalah terdapat pengaruh dan perbedaan dari model PBL berbantuan media video animasi terhadap kemampuan kognitif peserta didik kelas V SD Negeri 1 Jati Agung.

Kata kunci: kemampuan kognitif, *problem based learning*, video animasi.

ABSTRACT

THE EFFECT OF PROBLEM BASED LEARNING MODELS ASSISTED WITH ANIMATED VIDEO MEDIA ON THE COGNITIVE ABILITIES OF CLASS V STUDENTS OF SD NEGERI 1 JATI AGUNG

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The problem in this research is the low level of cognitive ability of class V students at SD Negeri 1 Jati Agung. This research aims to determine the effect of using a PBL model assisted by animated video media on the cognitive abilities of fifth grade elementary school students. This research method is quasi experimental group design with the form used nonequivalent control group design. The population was 40 people and the sample used was 40 students from classes VA and VB. Samples were determined using the saturated sample technique. Data collection using test, observation and documentation techniques. The results of this research are that there are influences and differences from the PBL model assisted by animated video media on the cognitive abilities of class V students at SD Negeri 1 Jati Agung.

Key words: animation video, cognitive ability, problem based learning.