

ABSTRAK

PENERAPAN MODEL PEMBELAJARAN *PROBLEM BASED LEARNING* BERBANTUAN *POWER POINT* INTERAKTIF TERHADAP HASIL BELAJAR IPAS PESERTA DIDIK KELAS IV SD NEGERI 1 BANDAR SRIBHAWONO

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Masalah dalam penelitian ini adalah rendahnya hasil belajar IPAS kelas IV SD Negeri 1 Bandar Sribhawono, Kabupaten Lampung Timur. Tujuan penelitian adalah menganalisis data mengenai pengaruh penerapan model pembelajaran *problem based learning* berbantuan media *power point* interaktif terhadap hasil belajar IPAS SD Negeri 1 Bandar Sribhawono. Metode dalam penelitian ini adalah metode *quasi eksperiment* dengan desain *non equivalent control grup design*. Populasi penelitian ini adalah kelas IV SD Negeri 1 Bandar Sribhawono yang berjumlah 34 peserta didik. Penentuan sampel menggunakan teknik *purposive sampling*. Teknik pengumpulan data menggunakan teknik tes dan non tes. Hasil penelitian menunjukkan bahwa terdapat pengaruh yang signifikan diperoleh hasil sebesar 6,85 dan N-Gain diperoleh hasil sebesar 0,41 dengan kategori sedang.

Kata kunci : hasil belajar IPAS, *power point* interaktif, *problem based learning*

ABSTRACT

APPLICATION OF THE PROBLEM BASED LEARNING MODEL ASSISTED WITH INTERACTIVE POWER POINT TO SCIENCE LEARNING RESULTS OF CLASS IV STUDENTS STATE PRIMARY SCHOOL 1 BANDAR SRIBHAWONO

By

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The problem in this research is the low science learning outcomes for class IV of SD Negeri 1 Bandar Sribhawono, East Lampung Regency. The aim of the research is to analyze data regarding the effect of implementing the problem based learning model assisted by interactive PowerPoint media on science and science learning outcomes at SD Negeri 1 Bandar Sribhawono. The method in this research is a quasi-experimental method with a non-equivalent control group design. The population of this study was class IV of SD Negeri 1 Bandar Sribhawono, totaling 34 students. Determination of the sample using purposive sampling technique. Data collection techniques use test and non-test techniques. The research results show that there is a significant influence, the result is 6.85 and the N-Gain result is 0.41 in the medium category.

Keywords: IPAS learning outcomes, interactive power point, problem based learning