

ABSTRAK

PENGARUH PENGGUNAAN MODEL *DISCOVERY LEARNING* BERBANTUAN MEDIA PERMAINAN ULAR TANGGA TERHADAP HASIL BELAJAR IPAS SISWA KELAS IV SEKOLAH DASAR

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Permasalahan pada penelitian ini adalah rendahnya hasil belajar peserta didik kelas IV karena pendidik belum menggunakan model pembelajaran dan media pembelajaran yang variatif. Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model *discovery learning* berbantuan media permainan ular tangga terhadap hasil belajar IPAS. Metode penelitian ini adalah eksperimen semu (*quasi experiment design*) dengan desain penelitian yaitu *non-equivalent control group design*. Populasi penelitian yang digunakan sebanyak 43 peserta didik dan sampel yang digunakan yaitu peserta didik kelas IV A dan IV B SDN 2 Merbau Mataram. Penentuan sampel penelitian menggunakan teknik *non probability sampling* berupa *purposive sampling*, yaitu penentuan sampel dengan pertimbangan tertentu. Teknik pengumpulan data menggunakan tes dan non tes. Pengujian hipotesis menggunakan regresi linier sederhana diperoleh nilai signifikansi 0,000 lebih kecil dari 0,05 ($0,000 < 0,05$), jadi dapat disimpulkan bahwa terdapat pengaruh model *discovery learning* berbantuan media permainan ular tangga terhadap hasil belajar IPAS siswa kelas IV SDN 2 Merbau Mataram.

Kata kunci : *discovery learning*, hasil belajar, permainan ular tangga

ABSTRACT

THE EFFECT OF USING THE DISCOVERY LEARNING MODEL ASSISTED BY THE SNAKES AND LADDERS GAME MEDIA ON IPAS LEARNING OUTCOMES OF FOURTH GRADE ELEMENTARY SCHOOL STUDENTS

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The problem in this study was the low learning outcomes of fourth grade students because the teacher had not used varied learning models and instructional media. This study aimed to determine the effect of applying the discovery learning model assisted by the snakes and ladders game media on IPAS learning outcomes. The research method used was a quasi-experiment with a non-equivalent control group design. The population of this study consisted of 43 students, and the samples used were the fourth-grade students of class IV A and IV B at SDN 2 Merbau Mataram. The sampling technique used was non-probability sampling in the form of purposive sampling, which was the selection of samples based on specific considerations. The data collection techniques used were tests and non-test instruments. The hypothesis was tested using simple linear regression, and the result showed a significance value of 0.000, which was smaller than 0.05 ($0.000 < 0.05$). Therefore, it was concluded that the discovery learning model assisted by the snakes and ladders game media had an effect on the IPAS learning outcomes of fourth grade students at SDN 2 Merbau Mataram.

Keywords : discovery learning, learning outcomes, snakes and ladders game