

ABSTRAK

EFEKTIVITAS PENERAPAN MODEL *PROBLEM BASED LEARNING* BERBANTUAN *BOARD GAME* ULAR TANGGA UNTUK MENINGKATKAN HASIL BELAJAR IPAS PESERTA DIDIK KELAS VI SD

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Masalah dalam penelitian ini adalah rendahnya hasil belajar IPAS peserta didik kelas VI SD Negeri 1 Metro Timur. Tujuan penelitian dilakukan untuk mengetahui efektivitas penerapan model *Problem Based Learning* berbantuan *Board Game* ular tangga untuk meningkatkan hasil belajar IPAS peserta didik kelas VI SD Negeri 1 Metro Timur. Adapun metode yang digunakan metode eksperimen semu dengan desain penelitian *nonequivalent (pretest and posttest) control group design*. Teknik pengumpulan data menggunakan tes soal pilihan ganda dan non-tes (observasi). Pengujian hipotesis menggunakan uji *N-Gain* menghasilkan *N-Gain score* “tinggi” dengan tafsiran *N-Gain* “cukup efektif”, uji-t menunjukkan terdapat perbedaan yang signifikan. Hasil penelitian menunjukkan bahwa penerapan model *Problem Based Learning* berbantuan *Board Game* ular tangga efektif untuk meningkatkan hasil belajar IPAS peserta didik kelas VI SD Negeri 1 Metro Timur.

Kata kunci: *board game* ular tangga, hasil belajar, *problem based learning*.

ABSTRACT

THE EFFECTIVENESS OF IMPLEMENTING THE PROBLEM-BASED LEARNING MODEL ASSISTED BY THE SNAKE AND LADDER BOARD GAME TO IMPROVE THE NATURAL AND SOCIAL SCIENCES LEARNING OUTCOMES OF 6TH GRADE ELEMENTARY SCHOOL STUDENTS

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The research problem was the low learning outcomes in natural and social science studies among 6th grade students at SD Negeri 1 Metro Timur. This research aims to determine the effectiveness of implementing the Problem Based Learning model assisted by Snake and Ladder Board Game to improve the natural and social science studies learning outcomes of sixth-grade students at SD Negeri 1 Metro Timur. The research used a quasi-experimental method with a nonequivalent (pretest and posttest) control group design. Data collection techniques included multiple-choice tests and non-test methods (observation). Hypothesis testing using the N-Gain test produced a "high" N-Gain score with an N-Gain interpretation of "quite effective," while the t-test showed a significant difference. The research results indicate that the implementation of the Problem Based Learning model assisted by Snake and Ladder Board Game is effective in improving the IPAS learning outcomes of sixth-grade students at SD Negeri 1 Metro Timur.

Keywords: board game snake and ladder, learning outcomes, problem based learning.