

ABSTRAK

PENGARUH MODEL PEMBELAJARAN *PROBLEM BASED LEARNING* BERBASIS MEDIA *MICROSOFT SWAY* TERHADAP LITERASI SAINS PELAJARAN IPAS PESERTA DIDIK KELAS IV

Oleh

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Masalah penelitian ini adalah rendahnya literasi sains peserta didik kelas IV pada pembelajaran IPAS. Tujuan dari penelitian ini yaitu untuk mengetahui pengaruh model pembelajaran *problem based learning* berbasis media *microsoft sway* terhadap literasi sains IPAS. Metode yang digunakan yaitu metode eksperimen semu (*quasi experiment design*) dengan desain penelitian *non-equivalent control group design*. Teknik pengambilan sampel penelitian ini menggunakan teknik dengan jenis teknik *non probability sampling*. Populasi penelitian ini sebanyak 55 orang dengan sampel seluruh anggota populasi. Teknik pengumpulan data dengan teknik tes, wawancara, dan dokumentasi. Pengaruh model pembelajaran *problem based learning* berbasis media *microsoft sway* dengan pengujian hipotesis menggunakan uji regresi linier sederhana menghasilkan nilai yang signifikan, sehingga dapat disimpulkan terdapat pengaruh yang signifikan dari penggunaan model pembelajaran *problem based learning* berbasis media *microsoft sway* terhadap literasi sains pada pembelajaran IPAS kelas IV SDN 01 Pajaresuk.

Kata kunci: literasi sains, media *microsoft sway*, *problem based learning*

ABSTRACT

THE INFLUENCE OF PROBLEM BASED LEARNING MODEL BASED WITH MICROSOFT SWAY MEDIA ON SCIENCE LITERACY OF STUDENTS' SCIENCE LESSONS IN GRADE IV

By

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The problem of this research was the low scientific literacy of fourth-grade students in IPAS learning. The purpose of this study was to determine the effect of the problem-based learning model based on Microsoft Sway media on scientific literacy in IPAS. The method that was used in this study was a quasi-experimental method (quasi-experiment design) with a non-equivalent control group design. The sampling technique of this study used a non-probability sampling method. The population of this study consisted of 55 students, with the sample including all members of the population. The data collection techniques were tests, interviews, and documentation. The effect of the problem-based learning model based on Microsoft Sway media, tested by simple linear regression, resulted in a significant value, so it was concluded that there was a significant effect of using the problem-based learning model based on Microsoft Sway media on scientific literacy in IPAS learning for fourth-grade students at SDN 01 Pajaresuk

Keywords: scientific literacy, microsoft sway media, problem-based learning