

ABSTRAK

EFEKTIVITAS MODEL *DISCOVERY LEARNING* BERBANTUAN MEDIA *AUGMENTED REALITY ASSEMBLR EDU* TERHADAP PENINGKATAN PENGETAHUAN IPAS KELAS IV SEKOLAH DASAR

Oleh

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Masalah penelitian ini adalah rendahnya pengetahuan peserta didik kelas IV pada pembelajaran IPAS. Tujuan dari penelitian ini yaitu untuk mengetahui pengaruh model *discovery learning* berbantuan media *augmented reality assemblr edu* terhadap peningkatan pengetahuan IPAS kelas IV sekolah dasar. Metode yang digunakan yaitu metode eksperimen semu (*quasi experiment design*) dengan desain dua kelompok (*between subject design*). Teknik pengambilan sampel penelitian ini menggunakan teknik sampe jenuh. Populasi penelitian ini sebanyak 48 peserta didik. Teknik pengumpulan data dengan teknik tes dan non tes berupa lembar observasi. Analisis data dalam penelitian ini menggunakan uji *N-Gain*. Hasil penelitian menunjukkan bahwa terdapat efektivitas yang signifikan dengan penerapan model *discovery learning* berbantuan media *augmented reality assemblr edu* terhadap peningkatan pengetahuan IPAS kelas IV di SD Negeri 1 Patoman.

Kata Kunci: IPAS, model *discovery learning*, pengetahuan

ABSTRACT

EFFECTIVENESS OF DISCOVERY LEARNING MODEL ASSISTED AUGMENTED REALITY ASSEMBLR EDU MEDIA TOWARDS IMPROVING SCIENCE KNOWLEDGE CLASS IV ELEMENTARY SCHOOL

By

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The research was based on the low knowledge of fourth grade students in science learning. The purpose of this study was to determine the effect of the discovery learning model assisted by augmented reality Assemblr Edu media on improving science knowledge of fourth grade elementary school students. The method used was the quasi-experimental method (quasi-experimental design) with a two-group design (between subject design). The sampling technique for this study used the saturated sample technique. The population of the study was 48 students. Data collection techniques used test and non-test techniques in the form of observation sheets. Data analysis in this study used the N-Gain test. The results of the study showed that there was significant effectiveness with the application of the discovery learning model assisted by augmented reality Assemblr Edu media on improving science knowledge of fourth grade students at SD Negeri 1 Patoman.

Keywords: discovery learning model, IPAS, knowledge