

ABSTRAK

PENGARUH MODEL *PROBLEM BASED LEARNING* BERBANTUAN MEDIA VIDEO ANIMASI TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA PESERTA DIDIK KELAS V SD

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Masalah dalam penelitian adalah rendahnya hasil belajar Pendidikan Pancasila peserta didik kelas V SD Negeri 23 Prabumulih. Penelitian ini bertujuan untuk mengetahui adanya pengaruh penggunaan model pembelajaran *problem based learning* berbantuan media video animasi terhadap hasil belajar Pendidikan Pancasila Peserta Didik kelas V SD Negeri 23 Prabumulih. Metode penelitian kuantitatif dengan pendekatan eksperimen dengan jenis penelitian *quasi experiment design* dengan desain penelitian *nonequivalent control group design*. Populasi dalam penelitian ini berjumlah 68 orang peserta didik dengan sampel berjumlah 48 orang peserta didik dengan teknik pengambilan sampel penelitian menggunakan *purposive sampling*. Teknik pengumpulan data dilakukan dengan teknis tes dan non tes. Teknik analisis data menggunakan uji hipotesis regresi linear sederhana. Hasil uji hipotesis yang menunjukkan bahwa terdapat pengaruh penggunaan model pembelajaran *problem based learning* berbantuan media video animasi terhadap hasil belajar Pendidikan Pancasila Peserta Didik kelas V SD Negeri 23 Prabumulih.

Kata Kunci: hasil belajar, media video animasi, *problem based learning*.

ABSTRACT

THE EFFECT OF THE PROBLEM-BASED LEARNING MODEL USING ANIMATED VIDEO MEDIA ON THE LEARNING OUTCOMES OF PANCASILA EDUCATION OF GRADE V SD

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The problem in the research was the low learning outcomes of Pancasila Education of grade V students of SD Negeri 23 Prabumulih. This study aims to determine the effect of the use of problem based learning models assisted by animated video media on the learning outcomes of Pancasila Education of grade V students of SD Negeri 23 Prabumulih. This method of quantitative research with an experimental approach with a quasi-experimental design research type with a nonequivalent control group design research design. The population in this study amounted to 68 students with a sample of 48 students with a research sampling technique using purposive sampling. Data collection techniques were carried out with test and non-test techniques. Data analysis techniques used simple linear regression hypothesis testing. The results of the hypothesis test showed that there was an effect of the use of problem-based learning models assisted by animated video media on the learning outcomes of Pancasila Education of grade V students of SD Negeri 23 Prabumulih.

Keyword: learning outcomes, animated video media, problem based learning