

ABSTRAK

PENGARUH MODEL *CONTEXTUAL TEACHING AND LEARNING* BERBASIS MEDIA 3D ASSEMBLR EDU TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA KELAS V SEKOLAH DASAR

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Masalah hasil belajar peserta didik kelas V SD Negeri 1 Kaliawi sebagian besar belum memenuhi standar Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) dan keterbatasan penggunaan media pembelajaran yang inovatif menjadi fokus utama dalam penelitian ini. Penelitian ini bertujuan untuk mengetahui pengaruh model *contextual teaching and learning* berbasis media 3D assemblr edu terhadap hasil belajar Pendidikan Pancasila kelas V. Metode penelitian ini menggunakan eksperimental semu (*quasi eksperimental*) dalam bentuk *nonequivalent control group design*. Populasi penelitian ini yaitu seluruh peserta didik kelas VA dan VB yang berjumlah 44 peserta didik. Sampel penelitian ditentukan melalui teknik *sampling purposive* yang penentuannya berdasarkan pertimbangan tertentu. Teknik pengumpulan data menggunakan teknik tes berupa soal pilihan ganda dan non tes berupa lembar observasi. Analisis data menggunakan regresi linier sederhana dan didukung *independent sample t-test* yang menunjukkan bahwa terdapat pengaruh *model contextual teaching and learning* berbasis media 3D assemblr edu terhadap hasil belajar Pendidikan Pancasila kelas V di SD Negeri 1 Kaliawi.

Kata kunci: *contextual teaching and learning*, 3D assemblr edu, hasil belajar

ABSTRACT

THE INFLUENCE OF THE CONTEXTUAL TEACHING AND LEARNING MODEL BASED ON 3D ASSEMBLR EDU MEDIA ON PANCASILA EDUCATION LEARNING OUTCOMES OF FIFTH GRADE ELEMENTARY SCHOOL

By

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The problem of learning outcomes of fifth grade students at SD Negeri 1 Kaliawi where most students had not met the learning objective achievement criteria and the limited use of innovative learning media became the main focus of this research. This research aimed to determine the influence of the contextual teaching and learning model based on 3D assemblr edu media on Pancasila Education learning outcomes of fifth grade. The research method used was a quasi experimental in the form of a nonequivalent control group design. The study population consisted of all 44 students from classes VA and VB. The research sample was determined through a purposive sampling techniques based on certain considerations. Data collection techniques included test techniques in the form of multiple choice questions and non test techniques in the form of observation sheets. The data were analyzed using simple linear regression and were supported by an independent samples t-test that there is an influence on the contextual teaching and learning model based on 3D assemblr edu media on Pancasila education learning outcomes of fifth grade at SD Negeri 1 Kaliawi.

Keywords: contextual teaching and learning, 3D assemblr edu, learning outcomes