

ABSTRAK

PENGARUH MODEL *INQUIRY LEARNING* BERBANTUAN MEDIA VIDEO ANIMASI TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA PESERTA DIDIK KELAS V SEKOLAH DASAR

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Masalah yang dikaji dalam penelitian ini adalah rendahnya hasil belajar Pendidikan Pancasila pada peserta didik kelas V SDN 5 Metro Timur. Penelitian ini dilakukan untuk melihat pengaruh penggunaan model *inquiry learning* yang dibantu dengan media video animasi terhadap hasil belajar peserta didik. Metode penelitian yang digunakan adalah *quasi experimental design* dengan desain *nonequivalent control group design*. Populasi penelitian ditentukan menggunakan teknik *purposive sampling* dengan jumlah 41 peserta didik dan sampel yang digunakan sebanyak 41 peserta didik. Pengumpulan data dilakukan melalui tes dan observasi. Pengujian hipotesis menggunakan regresi linear sederhana dengan hasil $F_{hitung} > F_{tabel}$ yaitu $16,296 > 4,38$, serta nilai signifikansi $0,001 < 0,05$. Hasil tersebut menunjukkan bahwa penggunaan model *inquiry learning* berbantuan media video animasi berpengaruh secara signifikan terhadap hasil belajar peserta didik pada mata pelajaran Pendidikan Pancasila kelas V SDN 5 Metro Timur.

Kata kunci: *inquiry learning*, video animasi, hasil belajar.

ABSTRACT

THE EFFECT OF THE INQUIRY LEARNING MODEL ASSISTED BY ANIMATED VIDEO MEDIA ON LEARNING OUTCOMES IN PANCASILA EDUCATION OF FIFTH-GRADE ELEMENTARY SCHOOL STUDENTS

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The problem examined in this study was the low learning outcomes in Pancasila Education among fifth-grade students at SDN 5 Metro Timur. This study was conducted to determine the effect of using the inquiry learning model assisted by animated video media on students' learning outcomes. The research method employed was a quasi-experimental design using a nonequivalent control group design. The research population was determined using purposive sampling, consisting of 41 students, with a total sample of 41 students. Data were collected through tests and observations. Hypothesis testing was conducted using simple linear regression, yielding results of $F_{\text{calculated}} > F_{\text{table}}$, namely $16.296 > 4.38$, with a significance value of $0.001 < 0.05$. These results indicated that the use of the inquiry learning model assisted by animated video media had a significant effect on students' learning outcomes in the Pancasila Education subject for fifth-grade students at SDN 5 Metro Timur.

Keywords: inquiry learning, animated video, learning outcomes.