

ABSTRAK

PENGARUH MEDIA *GAME* EDUKASI BERBASIS *WORDWALL* (GAULL) TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA PESERTA DIDIK KELAS IV SD

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Rendahnya hasil belajar peserta didik pada mata pelajaran pendidikan pancasila di SDN 5 Metro Timur menjadi permasalahan penelitian ini. Tujuan penelitian ini untuk mengetahui pengaruh Media *Game* Edukasi Berbasis *Wordwall* (GAULL) terhadap hasil belajar pendidikan pancasila peserta didik kelas IV SD. Penelitian ini menggunakan metode *quasi experimental* dengan desain *non equivalent control group design*. Sampel penelitian terdiri dari 51 peserta didik kelas IVA dan IVB yang dipilih melalui teknik *purposive sampling*. Teknik pengumpulan data menggunakan instrumen tes dan non-tes. Uji prasyarat analisis data menggunakan uji normalitas dan uji homogenitas. Analisis data dilakukan dengan uji regresi linier sederhana. Hasil uji regresi menunjukkan bahwa Media *Game* Edukasi Berbasis *Wordwall* (GAULL) berpengaruh terhadap hasil belajar pendidikan pancasila peserta didik kelas IV SD sebesar 61,5% dengan nilai signifikansi sebesar $0,000 < 0,05$ yang artinya H_a diterima dan H_0 ditolak.

Kata kunci: hasil belajar, Pendidikan Pancasila, *Wordwall*

ABSTRACT

THE EFFECT OF WORDWALL-BASED EDUCATIONAL GAMES (GAULL) ON THE LEARNING OUTCOMES OF PANCASILA EDUCATION FOR FOURTH GRADE PRIMARY SCHOOL STUDENTS

By

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The low learning outcomes of students in Pancasila education at SDN 5 Metro Timur became the subject of this study. The purpose of this study was to determine the effect of Wordwall-based Educational Games (GAULL) on the learning outcomes of fourth-grade elementary school students in Pancasila education. This study used a quasi-experimental method with a non-equivalent control group design. The research sample consisted of 51 fourth-grade students from classes IVA and IVB, selected through purposive sampling. Data collection techniques used tests and non-tests. The prerequisite data analysis test used normality and homogeneity tests. Data analysis was performed using simple linear regression tests. The regression test results showed that Wordwall-based Educational Game Media (GAULL) had an effect on the Pancasila education learning outcomes of fourth-grade elementary school students of 61.5% with a significance value of $0.000 < 0.05$, which means that H_a was accepted and H_o was rejected.

Keywords: learning outcomes, Pancasila Education, Wordwall