The Effect of Game-Based Learning Model Assisted by Wordwall to Improve Students' Concept Understanding in Science Subjects for 5th Grade Elementary School"

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ABSTRACT

This study was motivated by the low understanding of the concept of class V SDN Babakan Pari Kab. West Bandung T.A 2023/2024 due to teacher-centered learning, as well as learning models that are still very minimal. this makes students only as recipients of material and passive learning that does not involve students in the learning process. the purpose of this research is to determine the effect of the Game Based Learning model assisted by Wordwall to improve the understanding of the concepts of grade V students of SDN Babakan Pari. this research uses a type of Quasi experimental research using a comparison group. The population of this study were all fifth grade students of SDN Babakan Pari as many as 52 students, the sample of this study consisted of two groups including VA consisting of 25 as a control class, while VB consisted of 27 students as an experimental class. The results of this study using the Game Based Learning model, obtained data that from the meeting as well as meeting one to meeting 4 were carried out well with the acquisition of scores with obtained In the experimental class, before treatment (pretest value), there were 25 valid respondents with an average score of 60.6, standard deviation 12.81, minimum value 40, and maximum value 80. After treatment (posttest value), the number of respondents remained 25, with an average score of 82.8, standard deviation 7.73, minimum value 82.8, and maximum value 100. In the control class, before treatment (pretest score), there were 27 valid respondents with an average score of 58.2, standard deviation of 13.5, minimum score of 40, and maximum score of 80. After treatment (posttest score), there were 27 valid respondents with an average score of 77.3, standard deviation of 7.50, minimum score of 60, and maximum score of 95. The t-test results show a t-value of 7.89 with a p-value <0.05, which means the improvement is statistically significant. The calculated t value (7.89) is greater than the t table value (2.045) at the 5% significance level, indicating that there is a significant difference between the pretest and posttest. So it can be concluded that the increase in students' concept understanding by using the Game Based Learning model has a successful effect.

Keywords: Game Based Learning Model, Wordwall, Concept Understanding.