

**PENGARUH MEDIA ULAR TANGGA TERHADAP
PENINGKATAN HASIL BELAJAR PEMBELAJARAN IPAS
KELAS IV SDN 128 HAURPANCUH**

ABSTRAK

Penelitian ini di latar belakang oleh rendahnya hasil belajar pembelajaran IPAS peserta didik di SDN 128 Haurpancu. Tujuan dari penelitian ini adalah untuk (1) mengetahui gambaran proses pembelajaran, (2) mengetahui perbedaan rata-rata hasil belajar pembelajaran IPAS peserta didik yang menggunakan model *Project Based Learning* (PBL) berbantuan media permainan Ular Tangga, dan (3) mengetahui seberapa besar pengaruh penggunaan model *Project Based Learning* (PBL) berbantuan media permainan Ular Tangga terhadap hasil belajar pembelajaran IPAS peserta didik kelas IV sekolah dasar. Metode penelitian yang digunakan yaitu quasi eksperimen dengan desain *nonequivalent control group design*. Sampel penelitian berjumlah 46 orang peserta didik yang terbagi dalam dua kelompok, yaitu kelompok eksperimen 23 orang peserta didik dan kelompok kontrol 23 orang peserta didik. Berdasarkan hasil penelitian dapat diperoleh bahwa (1) gambaran proses pembelajaran dengan lancar sesuai dengan tahapan, (2) terdapat perbedaan rata-rata signifikan hasil belajar pembelajaran IPAS yang menggunakan model *Project Based Learning* (PBL) berbantuan media permainan Ular Tangga, dan (3) terdapat pengaruh pada penggunaan model *Project Based Learning* (PBL) berbantuan media permainan Ular Tangga dengan nilai 0,656 dalam uji effect size dengan kategori sedang. Sehingga dapat disimpulkan bahwa terdapat pengaruh penggunaan model *Project Based Learning* (PBL) berbantuan media permainan Ular Tangga terhadap hasil belajar pembelajaran IPAS peserta didik kelas VI sekolah dasar.

**THE EFFECT OF SNAKES AND LADDER MEDIA ON
IMPROVING LEARNING OUTCOMES IN SCIENCE
LEARNING CLASS IV SDN 128 HAURPANCUH**

ABSTRACT

This research is motivated by the low learning outcomes of students in science subjects at SDN 128 Haurpancu. The objectives of this study were to (1) determine the description of the learning process, (2) determine the differences in the average learning outcomes of students in science subjects using the Project Based Learning (PBL) model assisted by the Snakes and Ladders game media, and (3) determine how much influence the use of the Project Based Learning (PBL) model assisted by the Snakes and Ladders game media has on the learning outcomes of students in science subjects in grade IV of elementary school. The research method used was a quasi-experiment with a nonequivalent control group design. The research sample consisted of 46 students divided into two groups, namely the experimental group of 23 students and the control group of 23 students. Based on the research results, it can be obtained that (1) the picture of the learning process is smooth according to the stages, (2) there is a significant difference in the average learning outcomes of science learning using the Project Based Learning (PBL) model assisted by the Snakes and Ladders game media, and (3) there is an influence on the use of the Project Based Learning (PBL) model assisted by the Snakes and Ladders game media with a value of 0.656 in the effect size test with a medium category. So it can be concluded that there is an influence of the use of the Project Based Learning (PBL) model assisted by the Snakes and Ladders game media on the learning outcomes of science learning for grade VI elementary school students.

**PANGARUH MÉDIA ORAY TANGGA PIKEUN
NGARONJATKEUN HASIL DIAJAR DINA DIAJAR IPAS
KELAS IV SDN 128 HAURPANCUH**

ABSTRAK

Ieu panalungtikan dimotivasi ku handapna hasil diajar siswa dina mata pelajaran IPA di SDN 128 Haurpancu. Tujuan tina ieu panalungtikan nya éta (1) nangtukeun déskripsi prosés pangajaran, (2) nangtukeun bédana rata-rata hasil diajar siswa mata pelajaran IPA ngagunakeun modél Project Based Learning (PBL) dibantuan ku média kaulinan Oray Tangga, jeung (3) nangtukeun sabaraha pangaruh ngagunakeun modél Project Based Learning (PBL) dibantuan ku média kaulinan oray-orayan siswa kelas IV SD. Méthode panalungtikan anu digunakeun nya éta kuasi ékspérimén kalawan desain nonequivalent control group. Sampel panalungtikan diwangun ku 46 siswa dibagi jadi dua kelompok, nya éta kelompok ékspérimén 23 siswa jeung kelompok kontrol 23 siswa. Dumasar kana hasil panalungtikan, bisa dicindekkeun yén (1) gambaran prosés pangajaran lancar nurutkeun tahapan-tahapan, (2) aya béda anu signifikan dina rata-rata hasil diajar IPA ngagunakeun modél Project Based Learning (PBL) dibantuan ku média kaulinan Oray Tangga, jeung (3) aya pangaruh kana ngagunakeun modél Project Based Learning (PBL) kalawan dibantuan ku média Ladder of the Game (PBL) jeung éfék dina média Snakes 6. tést kalawan kategori sedeng. Ku kituna bisa dicindekkeun yén aya pangaruh digunakeunana modél Project Based Learning (PBL) dibantuan ku média kaulinan Oray Tangga kana hasil diajar IPA siswa kelas VI SD.