ABSTRAK

Hendri Yogi Alamsyah. 2024. *Efektivitas Model Problem Based Learning Dengan Media Travel Game Terhadap Prestasi Belajar Matematika Kelas IV Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. FKIP, Universitas PGRI Madiun. Pembimbing (I) Vivi Rulviana, S.Pd. M.Pd. (II) Hartini, S.Sn., M.Pd.

Penelitian ini bertujuan untuk mengetahui efektivitas model *Problem Based Learning* berbantuan media Travel Game terhadap prestasi belajar materi pecahan siswa kelas IV SDN 02 Pandean Kota Madiun. Metode penelitian ini berjenis kuantitatif. Desain penelitian yang digunakan yaitu penelitian eksperimen semu (Quasi Eksperimental Design) sehingga desain penelitian ini menggunakan konsep pretest dan posttest. Populasi dari penelitian ini berjumlah 56 siswa dari SDN 02 Pandean Kota Madiun. Teknik pengambilan sampel menggunakan teknik sampling jenuh dimana seluruh anggota populasinya dijadikan sebagai sampel. Sampel pada penelitian ini sebanyak 56 siswa yang terdiri dari 28 siswa kelas IV A sebagai kelas kontrol dan 28 siswa kelas IV B sebagai kelas ekperimen. Teknik pengumpulan data menggunakan test dan dokumentasi. Hasil analisis data menunjukan perbedaan prestasi belajar siswa yang menggunakan pembelajaran model *problem based learning* berbantuan media travel game dan pembelajaran yang tidak menggunakan model *problem based learning* berbantuan media travel game. Dapat disimpulkan penelitian ini menunjukan adanya efektivitas model *problem based learning* berbantuan media travel game terhadap prestasi belajar siswa.

Kata Kunci: Model PBL, Media Travel Game, Prestasi Belajar

ABSTRACT

Hendri Yogi Alamsyah. 2024. *Efektivitas Model Problem Based Learning Dengan Media Travel Game Terhadap Prestasi Belajar Matematika Kelas IV Sekolah Dasar.* Thesis. Faculty of Teacher Training and Education, UNIVERSITAS PGRI MADIUN. Advisor: Vivi Rulviana, S.Pd. M.Pd. Co-Advisor: Hartini, S.Sn., M.Pd.

Key Words: *Model PBL, Media Travel Game, Prestasi Belajar*

This study aims to determine the effectiveness of the Problem-Based Learning model assisted by Travel Game media on the learning achievement of fourth-grade students of SDN 02 Pandean Madiun City. This research method is quantitative. The research design used is a quasi-experimental design so this research design uses the concept of pretest and posttest. The population of this study amounted to 56 students from SDN 02 Pandean Madiun City. The sampling technique used a saturated sampling technique where all members of the population were used as samples. The sample in this study was 56 students consisting of 28 students of class IV A as the control class and 28 students of class IV B as the experimental class. Data collection techniques using tests and documentation. The results of data analysis show differences in student learning achievement using problem-based learning model learning assisted by travel game media and learning that does not use problem-based learning model assisted by travel game media. It can be concluded that this research shows the effectiveness of the problem-based learning model assisted by travel game media on student learning achievement.