

ABSTRAK

Intan Zulfa Rohmawati, 2024. Peningkatan Hasil Belajar IPAS Kelas 4 Dengan Model Pembelajaran *Game Based Learning* Berbantuan Media *Wordwall* Di SDN 01 Nambangan Kidul. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti, M.Pd. Pembimbing (II) Melik Budiartati, S.Sos., MA.

Penelitian ini bertujuan untuk meningkatkan hasil belajar IPAS kelas IV menggunakan model pembelajaran *Game Based Learning* berbantuan media *WordWall* di SDN 01 Nambangan Kidul. Jenis penelitian ini menggunakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam 4 tahap yaitu perencanaan, tindakan, observasi, dan refleksi. Analisis data yang digunakan meliputi analisis data kuantitatif dan kualitatif. Dilaksanakan dalam 2 siklus. Subjek penelitian adalah dan siswa kelas IV di SDN 01 Nambangan Kidul sebanyak 15 siswa. Data awal ketika masih dilakukannya pembelajaran secara klasikal hasil belajar siswa masih memiliki rata-rata 62 dengan persentase ketuntasan 33%. Pada siklus I peneliti menerapkan model pembelajaran *Game Based Learning* berbantuan media *WordWall* pada mata pelajaran IPAS kelas IV. Penerapan siklus I mendapatkan data hasil belajar siswa dengan rata-rata 73 dan persentase ketuntasan sebanyak 67%. pada siklus II didapat rata-rata hasil belajar 91 dengan persentase ketuntasan 100%. Faktor siswa yang mencapai ketuntasan dikarenakan terdapat pemahaman lebih setelah terjadinya pengulangan materi menggunakan media ajar yang sesuai. dapat dikatakan penerapan model pembelajaran *Game Based Learning* berbantuan media *WordWall* pada mata pelajaran IPAS kelas IV dapat meningkatkan hasil belajar siswa.

Kata Kunci: Hasil Belajar, IPAS, *Game Based Learning*, *WordWall*

ABSTRACT

Intan Zulfa Rohmawati, 2024. Improving Grade 4 IPAS Learning Outcomes with Game Based Learning Model assisted by Wordwall Media at SDN 01 Nambangan Kidul. Thesis. Elementary School Teacher Education Study Programme, FKIP, Universitas PGRI Madiun. Supervisor (I) Dr Endang Sri Maruti, M.Pd. Supervisor (II) Melik Budiartati, S.Sos., MA.

This study aims to improve the learning outcomes of grade IV IPAS using the Game Based Learning learning model assisted by WordWall media at SDN 01 Nambangan Kidul. This type of research uses Classroom Action Research which is carried out in 4 stages, namely planning, action, observation, and reflection. The data analysis used includes quantitative and qualitative data analysis. Implemented in 2 cycles. The research subjects were and grade IV students at SDN 01 Nambangan Kidul as many as 15 students. Initial data when classical learning was still carried out, student learning outcomes still had an average of 62 with a percentage of completeness of 33%. In cycle I researchers applied the Game Based Learning learning model assisted by WordWall media in class IV IPAS subjects. The application of cycle I obtained data on student learning outcomes with an average of 73 and a percentage of completeness of 67%. in cycle II, the average learning outcome was 91 with a percentage of 100% completeness. The factor of students achieving completeness is because there is more understanding after repetition of material using appropriate teaching media. it can be said that the application of the Game Based Learning learning model assisted by WordWall media in class IV IPAS subjects can improve student learning outcomes.

Keywords: Learning Outcomes, IPAS, Game Based Learning, WordWall