

ABSTRAK

David Jeprianto, 2025. *Efektivitas Penggunaan Model Pembelajaran Problem Based Learning Berbantuan Media Snake and Ladders Pada Minat Belajar Siswa Kelas SDN Teguhan 2 kecamatan jiwon kabupaten madiun tahun pembelajaran 2024/2025*. Pendidikan guru sekolah dasar. Falkutas keguruan dan ilmu pendidikan. Universitas PGRI Madiun. Pembimbing (1) Dr. Endang Sri Maruti, M. Pd. Pembimbing (2) Fauzatul Marufah Rohmanuemeta, S. Pd., M. Pd,

Penelitian ini bertujuan untuk mengetahui efektivitas penggunaan model pembelajaran *Problem Based Learning* (PBL) yang dipadukan dengan media permainan *Snake and Ladders* dalam meningkatkan minat belajar siswa sekolah dasar. Metode yang digunakan adalah kuasi eksperimen dengan desain *posttest control*. Subjek penelitian terdiri dari dua kelas, yaitu kelas eksperimen yang menggunakan model PBL berbantuan *Snake and Ladders*, dan kelas kontrol yang menggunakan metode pembelajaran konvensional. Data dikumpulkan melalui angket minat belajar siswa serta observasi selama proses pembelajaran. Hasil analisis data menunjukkan adanya peningkatan signifikan minat belajar pada kelompok eksperimen dibandingkan kelompok kontrol. Temuan ini menunjukkan bahwa penerapan model PBL yang didukung media *Snake and Ladders* efektif dalam menumbuhkan minat belajar siswa. Penggunaan media yang bersifat interaktif dan menyenangkan mampu menciptakan suasana belajar yang lebih menarik dan mendorong partisipasi aktif siswa. Oleh karena itu, pendekatan ini dapat menjadi alternatif inovatif dalam pembelajaran di sekolah dasar.

Kata kunci: Problem Based Learning, *Snake and Ladders*, minat belajar, sekolah dasar, media pembelajaran.

ABSTRACT

David Jeprianto, 2025. The Effectiveness of Using Problem Based Learning Model Assisted by Snake and Ladders Media on the Learning Interest of Class Students of SDN Teguhan 2, Jiwan District, Madiun Regency, 2024/2025 Academic Year. Elementary School Teacher Education. Faculty of Teacher Training and Education. PGRI Madiun University. Supervisor (1) Dr. Endang Sri Maruti, M. Pd. Supervisor (2) Fauzatul Marufah Rohmanuemeta, S. Pd., M. Pd,

This study aims to determine the effectiveness of the use of the Problem Based Learning (PBL) learning model combined with the Snake and Ladders game media in increasing the learning interest of elementary school students. The method used was a quasi-experimental with a posttest control design. The research subjects consisted of two classes, namely the experimental class using the PBL model assisted by Snake and Ladders, and the control class using conventional learning methods. Data were collected through a questionnaire on student learning interests and observations during the learning process. The results of data analysis showed a significant increase in learning interest in the experimental group compared to the control group. These findings indicate that the application of the PBL model supported by the Snake and Ladders media is effective in fostering student learning interest. The use of interactive and fun media can create a more interesting learning atmosphere and encourage active student participation. Therefore, this approach can be an innovative alternative in learning in elementary schools.

keywords: *Problem Based Learning, Snake and Ladders, interest in learning, elementary school, learning media.*