

## ABSTRAK

Azizah Baiti Lestari. 2025. *Pengaruh Penggunaan Model Pembelajaran Kooperatif Tipe Time Token Berbasis Website Games Baamboozle terhadap Hasil Belajar IPAS Siswa Kelas IV SDN Oro Oro Ombo Kota Madiun*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti, M.Pd. (II) Hartini, S.Sn., M.Pd.

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan model pembelajaran kooperatif tipe *Time Token* berbasis *website games Baamboozle* terhadap hasil belajar IPAS siswa kelas IV SDN Oro Oro Ombo, Kecamatan Kartoharjo, Kota Madiun. Metode penelitian yang digunakan adalah kuantitatif dengan pendekatan *quasi* eksperimen dan desain *posttest only control design*. Sampel penelitian terdiri dari dua kelas, yaitu kelas eksperimen dan kelas kontrol, masing-masing berjumlah 25 siswa. Kelompok eksperimen mendapatkan pembelajaran menggunakan model kooperatif *Time Token* berbantuan *Baamboozle*, sedangkan kelompok kontrol menggunakan model *Problem Based Learning* (PBL) berbantuan *PowerPoint*. Teknik pengumpulan data meliputi tes, observasi, dan dokumentasi. Hasil analisis data menunjukkan bahwa terdapat perbedaan yang signifikan antara hasil belajar siswa pada kelas eksperimen dan kelas kontrol. Nilai rata-rata hasil belajar kelas eksperimen sebesar 79,4 dengan nilai tertinggi 95 dan terendah 65, sedangkan kelas kontrol memiliki nilai rata-rata 72,8 dengan nilai tertinggi 85 dan terendah 55. Berdasarkan hasil uji hipotesis menggunakan uji-t, diperoleh signifikansi  $< 0,05$ , yang berarti  $H_0$  ditolak dan  $H_a$  diterima. Dengan demikian, penggunaan model pembelajaran kooperatif tipe *Time Token* berbasis *website Baamboozle* berpengaruh positif terhadap hasil belajar IPAS siswa.

Kata kunci: Model *Time Token*, *Baamboozle*, Hasil Belajar, IPAS

## **ABSTACT**

*Azizah Baiti Lestari. 2025. The Effect of Using the Time Token Type Cooperative Learning Model Based on the Baamboozle Website Game on the Science Learning Outcomes of Fourth Grade Students of SDN Oro Oro Ombo, Madiun City. Thesis. Elementary School Teacher Education Study Program, FKIP, PGRI Madiun University. Supervisor (I) Dr. Endang Sri Maruti, M.Pd. (II) Hartini, S.Sn., M.Pd.*

*This study aims to determine the effect of the use of the Time Token type cooperative learning model based on the Baamboozle game website on the science learning outcomes of fourth-grade students of SDN Oro Oro Ombo, Kartoharjo District, Madiun City. The research method used is quantitative with a quasi-experimental approach and a posttest only control design. The research sample consisted of two classes, namely the experimental class and the control class, each consisting of 25 students. The experimental group received learning using the Time Token cooperative model assisted by Baamboozle, while the control group used the Problem Based Learning (PBL) model assisted by PowerPoint. Data collection techniques include tests, observations, and documentation. The results of data analysis showed that there was a significant difference between student learning outcomes in the experimental class and the control class. The average value of the experimental class' learning outcomes was 79.4 with the highest value of 95 and the lowest of 65, while the control class had an average value of 72.8 with the highest value of 85 and the lowest of 55. Based on the results of the hypothesis test using the t-test, a significance of  $<0.05$  was obtained, which means that  $H_0$  was rejected and  $H_a$  was accepted. Thus, the use of the Time Token type cooperative learning model based on the Baamboozle website has a positive effect on students' science learning outcomes.*

*Keywords: Time Token Model, Baamboozle, Learning Outcomes, Science*