

ABSTRAK

Devinda Ghanis Apriana. 2026. *Implementasi Model Pembelajaran Game Based Learning Berbantuan Media Kahoot Untuk Meningkatkan Hasil Belajar IPAS Kelas 4 Sekolah Dasar*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (1) Dr. Raras Setyo Retno, S.P., M.Pd., (II) Tiara Intan Cahyaningtyas, S.Si., M.Pd.

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar siswa kelas 4 SDN 02 Grobogan pada mata pelajaran IPAS, khususnya materi Aku dan Kebutuhanku. Proses pembelajaran yang masih didominasi oleh metode ceramah tanpa media pendukung menyebabkan siswa kurang antusias dan sulit memahami materi. Tujuan penelitian ini adalah untuk meningkatkan hasil belajar IPAS siswa melalui penerapan model pembelajaran Game Based Learning berbantuan media Kahoot. Penelitian ini menggunakan pendekatan deskriptif kualitatif dalam bentuk Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus. Subjek penelitian adalah 18 siswa kelas 4. Teknik pengumpulan data meliputi observasi, tes hasil belajar, dan wawancara. Hasil penelitian menunjukkan adanya peningkatan hasil belajar siswa dari pra siklus ke siklus I dan siklus II. Pada pra siklus, hanya 5 siswa (27,78%) yang mencapai KKM. Setelah penerapan model pembelajaran Game Based Learning berbantuan media Kahoot pada siklus I, jumlah siswa yang tuntas meningkat menjadi 11 siswa (61,11%). Pada siklus II setelah perbaikan media pembelajaran dengan *Kahoot*, ketuntasan meningkat menjadi 18 siswa (100%). Hasil ini menunjukkan bahwa penerapan model pembelajaran Game Based Learning berbantuan media Kahoot efektif dalam meningkatkan hasil belajar IPAS siswa. Dengan demikian, strategi pembelajaran ini layak dijadikan alternatif dalam proses pembelajaran IPAS, terutama dalam materi yang bersifat visual dan kontekstual.

Kata kunci: Game Based Learning, Kahoot, Hasil Belajar, IPAS, Sekolah Dasar.

ABSTRACT

Devinda Ghanis Apriana. 2026. *Implementation of Game Based Learning Model Assisted by Kahoot Media to Improve Science Learning Outcomes in Grade 4 Elementary Schools*. Thesis. Faculty of Teacher Training and Education, UNIVERSITAS PGRI MADIUN. Advisor: Dr. Raras Setyo Retno, S.P., M.Pd., C0-Advisor: Tiara Intan Cahyaningtyas, S.Si., M.Pd.

This research was motivated by the low learning outcomes of fourth-grade students at SDN 02 Grobogan in the Science and Social Studies (IPAS) subject, particularly on the topic Me and My Needs. The learning process was still dominated by the lecture method without supporting media, causing students to be less enthusiastic and have difficulty understanding the material. This study aimed to improve students IPAS learning outcomes through the implementation of the Game Based Learning model assisted by Kahoot media. This study employed a qualitative descriptive approach in the form of Classroom Action Research (CAR), which was conducted in two cycles. The research subjects were 18 fourth-grade students. Data collection techniques included observation, learning outcome tests, and interviews. The results showed an improvement in students learning outcomes from the pre-cycle to Cycle I and Cycle II. In the pre-cycle, only 5 students (27.78%) achieved the Minimum Mastery Criterion (KKM). After the implementation of the Game Based Learning model assisted by Kahoot media in Cycle I, the number of students who achieved mastery increased to 11 students (61.11%). In Cycle II, after improving the use of Kahoot as a learning medium, mastery learning increased to 18 students (100%). These findings indicate that the implementation of the Game Based Learning model assisted by Kahoot media is effective in improving students IPAS learning outcomes. Therefore, this learning strategy is feasible to be used as an alternative approach in the IPAS learning process, especially for materials that are visual and contextual in nature.

Keywords: Game Based Learning, Kahoot, Learning Outcomes, Science and Social Studies, Elementary School.