PENGARUH MODEL PEMBELAJARAN *PROJECT BASED LEARNING (PjBL)* BERBANTUAN MEDIA LUDO TERHADAP HASIL BELAJAR PADA MATA PELAJARAN IPAS DI KELAS V DI SDN 067245 MEDAN SELAYANG T.P 2024/2025

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui hasil belajar peserta didik pada Mata Pelajaran IPAS dengan menggunakan model pembelajaran Project Based Learning (PjBL) berbantuan media ludo pada materi Sistem Pencernaan Pada Manusia di Kelas V SD Negeri 067245 Medan Selayang Tahun Ajaran 2024/2025 , untuk mengetahui pengaruh signifikan model pembelajaran Project Based Learning (PjBL) berbantuan media ludo pada materi Sistem Pencernaan Pada Manusia di Kelas V SD Negeri 067245 Medan Selayang Tahun Ajaran 2024/2025. Penelitian ini dilaksanakan pada tanggal 02 – 03 Desember 2024 di SD Negeri 067245 Medan Selayang Tahun Ajaran 2024/2025. Populasi dalam penelitian ini adalah siswa kelas V A yang berjumlah 25 siswa dan siswa kelas V B yang berjumlah 20 siswa. Jenis penelitian ini adalah *pre-experimental design*. Jenis design penelitian ini adalah *one group pretest – postest*. Teknik pengumpulan data yang digunakan oleh peneliti adalah tes pilihan berganda. Setelah melakukan analisis data terhadap hasil penelitian maka diperoleh hasil belajar siswa pada materi Sistem Pencernaan Pada Manusia sebelum penerapan model pembelajaran Project Based Learning (PjBL) berbantuan media ludo (*pre-test*) 43,6 belum memenuhi nilai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP). Hasil belajar siswa dengan menggunakan media ludo (*post-test*) diperoleh nilai rata-rata hasil belajar 83,6 dan memenuhi nilai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP). Terdapat pengaruh yang signifikan hal ini diketahui dari nilai Setelah diuji, data tes akhir V-A dan V-B berdistribusi normal maka dapat dilanjutkan pengujian hipotesis menggunakan uji independen, sehingga diperoleh hasil data tes akhir kelas V-A dan V-B yaitu: nilai X_{hitung} (x^2) 10,5 $> x^2$ tabel $= 2, 01$ maka H_0 ditolak dan H_1 diterima artinya ada pengaruh yang singnifikan penggunaan model pembelajaran *Project Based learning (PjBL)* berbantuan media Ludo terhadap hasil belaja IPAS siswa kelas V SD Negeri 067245 Medan Selayang 2024/2025.

Kata Kunci: Model Pembelajaran *Project Based Learning (PjBL)*, Media Ludo, Hasil belajar

THE EFFECT OF PROJECT BASED LEARNING (PjBL) LEARNING MODEL USING LUDO MEDIA ON LEARNING OUTCOMES IN THE SUBJECT OF SCIENCES IN GRADE V AT SDN 067245 MEDAN SELAYANG A.D. 2024/2025

ABSTRACT

The purpose of this study is to identify student learning outcomes in the IPAS subject through the application of the Project-Based Learning (PjBL) model supported by Ludo media on the topic of the Human Digestive System in Grade V at SD Negeri 067245 Medan Selayang for the 2024/2025 academic year. It also aims to identify student learning outcomes in the IPAS subject through the application of the Project-Based Learning (PjBL) model without the support of Ludo media on the same topic and to analyze the significant impact of the Project-Based Learning (PjBL) model supported by Ludo media in the same context.This research was conducted on December 2–3, 2024, at SD Negeri 067245 Medan Selayang during the 2024/2025 academic year. The population of this study consisted of 25 students from Class V-A and 20 students from Class V-B. This study used a pre-experimental design method, specifically the one-group pretest-posttest design. The data collection technique used was multiple-choice tests.Based on the data analysis, the research findings revealed that student learning outcomes on the topic of the Human Digestive System before applying the Project-Based Learning (PjBL) model with Ludo media, as measured through a pre-test, showed an average score of 43.6, which did not meet the Minimum Mastery Criteria (KKTP). After implementing Ludo media, the student learning outcomes, as measured through the post-test, showed an average score of 83.6, which met the KKTP standard. A significant effect was observed, as evidenced by the final test results of Classes V-A and V-B, which were normally distributed. Therefore, hypothesis testing was conducted using an independent test, yielding a final test result where X^2 calculated (10.5) > X^2 table (2.01). Thus, H_0 was rejected, and H_1 was accepted, meaning there is a significant effect of using the Project-Based Learning (PjBL) model supported by Ludo media on the IPAS learning outcomes of Grade V students at SD Negeri 067245 Medan Selayang in the 2024/2025 academic year.

Keywords: Project-Based Learning (PjBL) Model, Ludo Media, Learning Outcomes