PENGARUH MODEL *GAME BASED LEARNING* BERBANTUAN MEDIA *WORDWALL* TERHADAP HASIL BELAJAR IPAS MATERI SIKLUS HIDUP DENGAN METAMORFOSIS PADA KELAS IV DI SDN 068003 MEDAN TUNTUNGAN T.A 2025/2026

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *Game Based Learning* (GBL) berbantuan media Wordwall terhadap hasil belajar IPAS materi siklus hidup dengan metamorfosis pada siswa kelas IV SDN 068003 Medan Tuntungan Tahun Ajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan desain *Nonequivalent Control Group Design* (pretest–posttest). Populasi dalam penelitian ini adalah seluruh siswa kelas IV SDN 068003 Medan Tuntungan, dengan sampel penelitian terdiri atas kelas IV-A sebagai kelas eksperimen dan kelas IV-C sebagai kelas kontrol. Kelas eksperimen diberikan perlakuan menggunakan model *Game Based Learning* berbantuan media Wordwall, sedangkan kelas kontrol menggunakan model *Game Based Learning* tanpa berbantuan media Wordwall. Teknik pengumpulan data dilakukan melalui tes hasil belajar berupa pretest dan posttest yang digunakan untuk mengukur kemampuan awal dan kemampuan akhir siswa. Data yang diperoleh selanjutnya dianalisis menggunakan uji statistik *t-test* untuk mengetahui perbedaan hasil belajar antara kedua kelas. Hasil penelitian menunjukkan bahwa rata-rata hasil belajar siswa pada kelas eksperimen lebih tinggi dibandingkan dengan kelas kontrol setelah diberikan perlakuan. Berdasarkan hasil pengujian hipotesis diperoleh nilai t_{hitung} = 2,1228 dan t_{tabel} = 2,0195, sehingga $t_{hitung} > t_{tabel}$. Dengan demikian, hipotesis alternatif (H_a) diterima dan hipotesis nol (H_0) ditolak. Hal ini menunjukkan bahwa terdapat pengaruh yang signifikan penggunaan model *Game Based Learning* berbantuan media Wordwall terhadap hasil belajar IPAS materi siklus hidup dengan metamorfosis pada siswa kelas IV SDN 068003 Medan Tuntungan Tahun Ajaran 2025/2026.

Kata Kunci: Hasil Belajar, *Game Based Leraning*, *Wordwall*

THE EFFECT OF THE GAME-BASED LEARNING MODEL ASSISTED BY WORDWALL MEDIA ON IPAS LEARNING OUTCOMES ON LIFE CYCLE MATERIAL WITH METAMORPHOSIS IN GRADE IV STUDENTS AT SDN 068003 MEDAN TUNTUNGAN ACADEMIC YEAR 2025/2026

ABSTRACT

This study aimed to determine the effect of the Game Based Learning (GBL) model assisted by Wordwall media on students' learning outcomes in IPAS on the topic of life cycles with metamorphosis among fourth-grade students at SDN 068003 Medan Tuntungan in the 2025/2026 academic year. This research employed a quantitative approach using a Nonequivalent Control Group Design with a pretest–posttest design. The population of this study consisted of all fourth-grade students at SDN 068003 Medan Tuntungan, while the research sample included class IV-A as the experimental group and class IV-C as the control group. The experimental group was taught using the Game Based Learning model assisted by Wordwall media, whereas the control group was taught using the Game Based Learning model without Wordwall media. Data collection techniques were carried out through learning outcome tests in the form of pretests and posttests to measure students' initial and final abilities. The obtained data were then analyzed using a t-test statistical analysis to determine differences in learning outcomes between the two groups. The results showed that the average learning outcomes of students in the experimental group were higher than those in the control group after the treatment was given. Based on the hypothesis testing results, the value of $t_{calculated}$ *= 2.1228 and* t_{table} *= 2.0195, indicating that* $t_{calculated} > t_{table}$*. Therefore, the alternative hypothesis (*H_a*) was accepted and the null hypothesis (*H_0*) was rejected. This indicates that the use of the Game Based Learning model assisted by Wordwall media has a significant effect on students' learning outcomes in IPAS on the topic of life cycles with metamorphosis among fourth-grade students at SDN 068003 Medan Tuntungan in the 2025/2026 academic year.*

Keywords: Learning Outcomes, Game-Based Learning, Wordwall