

PENGARUH PENGGUNAAN MEDIA PEMBELAJARAN *BOARD GAME*

TERHADAP HASIL BELAJAR SISWA PADA MATA PELAJARAN

IPAS KELAS III SD SWASTA HKBP TELADAN

T.P 2025/2026

ABSTRAK

Tujuan penelitian ini adalah untuk mengetahui hasil belajar siswa pada mata pelajaran IPAS sebelum dan sesudah menggunakan media pembelajaran *Board Game* pada materi Sumber Daya Alam Kita serta untuk mengetahui pengaruh signifikan penggunaan media pembelajaran *Board Game* terhadap hasil belajar siswa kelas III SD Swasta HKBP Teladan Tahun Pelajaran 2025/2026. Penelitian ini dilaksanakan di SD Swasta HKBP Teladan pada Tahun Pelajaran 2025/2026. Populasi dalam penelitian ini adalah seluruh siswa kelas III SD Swasta HKBP Teladan yang berjumlah 20 orang, terdiri dari 8 siswa laki-laki dan 12 siswa perempuan. Jenis penelitian yang digunakan adalah penelitian pre-eksperimental dengan desain one group pretest–posttest. Teknik pengumpulan data dilakukan melalui tes hasil belajar berbentuk pilihan ganda. Berdasarkan hasil analisis data, diperoleh rata-rata hasil belajar siswa sebelum menggunakan media pembelajaran *Board Game* (pretest) berada di bawah Kriteria Ketercapaian Tujuan Pembelajaran (KKTP). Setelah diterapkan media pembelajaran *Board Game* (posttest), rata-rata hasil belajar siswa mengalami peningkatan dan telah memenuhi KKTP yang ditetapkan. Hasil uji hipotesis menggunakan uji t menunjukkan bahwa nilai t hitung lebih besar dari nilai t tabel pada taraf signifikansi 0,05, sehingga hipotesis alternatif (H_1) diterima dan hipotesis nol (H_0) ditolak. Dengan demikian dapat disimpulkan bahwa terdapat pengaruh yang signifikan yaitu 90% pada penggunaan media pembelajaran *Board Game* terhadap hasil belajar siswa pada mata pelajaran IPAS materi Sumber Daya Alam Kita kelas III SD Swasta HKBP Teladan Tahun Pelajaran 2025/2026.

Kata Kunci: Board Game, Hasil Belajar, IPAS, Sumber Daya Alam

**THE INFLUENCE OF THE APPLICATION OF BOARD GAME LEARNING
MEDIA ON STUDENTS' IPAS LEARNING OUTCOMES IN GRADE
III OF HKBP TELADAN PRIVATE ELEMENTARY SCHOOL
ACADEMIC YEAR 2025/2026**

ABSTRACT

The purpose of this study was to determine students' learning outcomes in the IPAS subject before and after the use of Board Game learning media on the topic "Natural Resources", as well as to identify the significant effect of using Board Game learning media on the learning outcomes of third-grade students at SD Swasta HKBP Teladan in the 2025/2026 academic year. This research was conducted at SD Swasta HKBP Teladan during the 2025/2026 academic year. The population of this study consisted of all third-grade students of SD Swasta HKBP Teladan, totaling 20 students. The research method used was a pre-experimental design with a one group pretest–posttest design. Data collection techniques were carried out using multiple-choice achievement tests. Based on the results of data analysis, the average students' learning outcomes before the implementation of Board Game learning media (pretest) were (mean pretest score), which had not yet met the Minimum Learning Achievement Criteria (KKTP). After the implementation of Board Game learning media (posttest), the average learning outcome increased to [mean posttest score] and met the KKTP. The hypothesis testing using the t-test showed that the value of t count was (t count), while the t table value at a significance level of 0.05 was (t table). Since t count > t table, the alternative hypothesis (H_1) was accepted and the null hypothesis (H_0) was rejected. Thus, it can be concluded that there is a significant namely 90% on effect of using Board Game learning media on students' learning outcomes in the IPAS subject on the topic of Natural Resources for third-grade students at SD Swasta HKBP Teladan in the 2025/2026 academic year.

Keywords: *Board Game, Learning Outcomes, IPAS, Natural Resources*