

**PENGARUH PENGGUNAAN MEDIA PEMBELAJARAN  
KAHOOT TERHADAP HASIL BELAJAR SISWA  
KELAS IV PADA MATA PELAJARAN  
IPAS DI SD NEGERI 105401  
NAMO LINTING  
T.A 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media pembelajaran Kahoot terhadap hasil belajar siswa kelas IV pada mata pelajaran IPAS di SD Negeri 105401 Namo Linting Tahun Ajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan desain One Group Pretest-Posttest Design dengan subjek sebanyak 26 siswa. Hasil penelitian menunjukkan bahwa pada pretest hanya 7 siswa yang mencapai KKTP 70, sedangkan pada posttest sebagian besar siswa telah mencapai dan melampaui KKTP dengan rentang nilai 70–100. Data pretest dan posttest berdistribusi normal ( $L_{hitung} < L_{tabel}$ ), dan hasil uji hipotesis menunjukkan bahwa penggunaan media pembelajaran Kahoot berpengaruh signifikan terhadap hasil belajar siswa.

Simpulan penelitian menyatakan bahwa media pembelajaran Kahoot efektif dalam meningkatkan hasil belajar siswa kelas IV pada mata pelajaran IPAS.

**Kata Kunci : Kahoot, Hasil Belajar, IPAS**

**THE EFFECT OF USING KAHOOT AS A LEARNING MEDIA  
ON STUDENTS LEARNING OUTCOMES IN GRAD IV  
ON THE IPAS SUBJECT AT SD NEGERI 105401  
NAMO LINTING T.A 2025/2026**

***ABSTRACT***

*This study aims to determine the effect of using Kahoot as a learning media on the learning outcomes of fourth-grade students in the IPAS subject at SD Negeri 105401 Namo Linting in the 2025/2026 academic year. This research employed a quantitative approach using a One Group Pretest–Posttest design with a total of 26 students as research subjects. The results of the study indicate that in the pretest, only seven students achieved the Minimum Mastery Criterion (KKTP) score of 70, whereas in the posttest, the majority of students achieved and exceeded the KKTP with score ranges between 70 and 100. The pretest and posttest data were normally distributed ( $L_{count} < L_{table}$ ). Furthermore, the results of the hypothesis testing show that the use of Kahoot as a learning media has a significant effect on students' learning outcomes. The conclusion of this study states that Kahoot as a learning media is effective in improving the learning outcomes of fourth-grade students in the IPAS subject.*

*Keywords : Kahoot, Learning Outcomes, IPAS*