

**PENGARUH MODEL PEMBELAJARAN *SCRAMBLE*
BERBANTUAN MEDIA *FLASH CARD* TERHADAP
HASIL BELAJAR IPAS KELAS V UPT SD
NEGERI 064023 KEMENANGAN
TANI T.P 2025/2026**

ABSTRAK

Penelitian ini memiliki tujuan guna mengidentifikasi hasil belajar siswa yang menggunakan Model Pembelajaran *Scramble* Berbantuan *Media Flash Card*, Untuk mengetahui hasil belajar siswa yang di ajar dengan menggunakan Model Pembelajaran *Scramble* dan Untuk mengetahui apakah ada pengaruh yang signifikan Model Pembelajaran *Scramble* Berbantuan *Media Flash Card* Terhadap Hasil Belajar IPAS Kelas V UPT SD Negeri 064023 Kemenangan Tani T.P 2025/2026. Metode penenelitian eksperimen dengan Jenis penelitian Quasi Eksperimental Design. Variabel bebas (Model pembelajaran *scramble*), variabel terikat (Hasil belajar siswa). Teknik pengambilan data adalah tes hasil belajar siswa dengan bentuk *essay test*. Hasil nilai rata-rata *pretest* kelas VA 48,82 dan kelas VB 32,55. Setelah diberikan perlakuan terhadap kedua kelas, yang dimana nilai rata-rata Hasil belajar siswa yang diajar dengan menerapkan model pembelajaran *scramble* berbantuan media *flash card* pada mata Pelajaran IPAS kelas V UPT SD Negeri 064023 Kemenangan Tani Tahun Ajaran 2025/2026 diperoleh rata-rata 84,15. Hasil belajar siswa yang diajar dengan menerapkan model pembelajaran *scramble* mata Pelajaran IPAS kelas V UPT SD Negeri 064023 Kemenangan Tani Tahun Ajaran 2025/2026 diperoleh rata-rata 77,83. Ada pengaruh yang signifikan penggunaan model pembelajaran *scramble* berbantuan media *flash card* mata Pelajaran IPAS kelas V UPT SD Negeri 064023 Kemenangan Tani Tahun Ajaran 2025/2026. Berdasarkan analisis data diperoleh $T_{hitung} > T_{tabel}$ atau $2,04 > 2,00$ sehingga H_a diterima dan H_o ditolak.

Kata Kunci: *Flash Card*, Hasil Belajar IPAS, Model Pembelajaran *Scramble*

**THE EFFECT OF THE FLASHCARD-ASSISTED SCRAMBLE
LEARNING MODEL ON CLASS V SCIENCE LEARNING
OUTCOMES OF STATE ELEMENTARY SCHOOL
064023 KEMENANG TANI 2025/2026**

ABSTRACT

This study aims to determine the learning outcomes of students who use the Scramble Learning Model Assisted by Flash Card Media, To determine the learning outcomes of students taught using the Scramble Learning Model and To determine whether there is a significant influence of the Scramble Learning Model Assisted by Flash Card Media on the Learning Outcomes of Class V Science UPT SD Negeri 064023 Kemenangan Tani Academic Year 2025/2026. The population in this study consisted of 109 students, specifically all class V students of UPT SD Negeri 064023 Kemenangan, Academic Year 2025/2026. Experimental research method with a quasi-experimental design research type. Independent variable (Scramble learning model), dependent variable (Student learning outcomes). The data collection technique is a student learning outcome test in the form of an essay test. The results of the average pretest score for class VA are 48.82 and class VB are 32.55. After being given treatment to both classes, where the average value of student learning outcomes taught using the scramble learning model assisted by flash card media in the subject of social studies class V UPT SD Negeri 064023 Kemenangan Tani in the 2025/2026 academic year obtained an average of 84.15. The learning outcomes of students taught using the scramble learning model for the subject of social studies class V UPT SD Negeri 064023 Kemenangan Tani in the 2025/2026 academic year obtained an average of 77.83. There is a significant influence of the use of the scramble learning model assisted by flash card media in the subject of social studies class V UPT SD Negeri 064023 Kemenangan Tani in the 2025/2026 academic year. Based on the data analysis obtained $T_{count} > T_{table}$ or $2.04 > 2.00$ so that H_a is accepted and H_o is rejected.

Keywords: *Flash Card, Scramble learning model, Science Learning Outcomes*