

**PENGARUH MODEL PEMBELAJARAN *GAME BASED LEARNING* TERHADAP HASIL BELAJAR SISWA
PADA MATA PELAJARAN IPAS KELAS IV
UPT SDN 060930 MEDAN JOHOR
T.A 2025/2026**

ABSTRAK

Penelitian ini termasuk dalam jenis penelitian eksperimen semu (*quasi-experimental*) yang bertujuan untuk mengetahui pengaruh penerapan model pembelajaran *Game Based Learning* terhadap hasil belajar siswa pada mata pelajaran IPAS kelas IV UPT SDN 060930 Medan Johor Tahun Ajaran 2025/2026. Penelitian ini menggunakan desain *pretest-posttest control group design* dengan jumlah sampel sebanyak 31 siswa. Kelas IVA yang terdiri atas 17 siswa ditetapkan sebagai kelas eksperimen dan diberikan pembelajaran menggunakan model *Game Based Learning*, sedangkan kelas IVB yang berjumlah 14 siswa sebagai kelas kontrol diberikan pembelajaran dengan model pembelajaran konvensional. Berdasarkan hasil perlakuan yang diberikan, diperoleh bahwa hasil belajar siswa pada kelas eksperimen lebih tinggi yaitu 86,03 dibandingkan dengan hasil belajar siswa pada kelas kontrol yaitu 77,32. Data hasil belajar selanjutnya dianalisis melalui uji normalitas dan uji homogenitas sebagai prasyarat analisis. Hasil pengujian menunjukkan bahwa data berdistribusi normal dan memiliki varians yang homogen, sehingga pengujian hipotesis dapat dilanjutkan menggunakan uji-t. Hasil uji hipotesis menunjukkan adanya pengaruh yang signifikan model pembelajaran *Game Based Learning* terhadap hasil belajar siswa pada mata pelajaran IPAS kelas IV UPT SDN 060930 Medan Johor Tahun Ajaran 2025/2026, dengan nilai $t_{hitung} = 6,347$ dan $t_{tabel} = 2,045$, sehingga $t_{hitung} > t_{tabel}$ dan hipotesis alternatif diterima.

Kata Kunci : *Game Based Learning*, Hasil Belajar, IPAS

**THE EFFECT OF GAME BASED LEARNING MODEL
ON STUDENTS' LEARNING OUTCOMES
IN IPAS SUBJECT FOR GRADE IV
UPT SDN 060930 MEDAN JOHOR
T.A 2025/2026**

ABSTRACT

This study is classified as a quasi-experimental research aimed at determining the effect of the implementation of the Game Based Learning model on students' learning outcomes in the IPAS subject for grade IV at UPT SDN 060930 Medan Johor in the Academic Year 2025/2026. The research employed a pretest-posttest control group design with a total sample of 31 students. Class IVA, consisting of 17 students, was assigned as the experimental class and received instruction using the Game Based Learning model, while class IVB, consisting of 14 students, was designated as the control class and received instruction using a conventional learning model. Based on the results of the treatment, it was found that the learning outcomes of students in the experimental class were higher, with an average score of 86.03, compared to the control class, which obtained an average score of 77.32. The learning outcome data were then analyzed using normality tests and homogeneity tests as prerequisite analyses. The results indicated that the data were normally distributed and had homogeneous variances; therefore, hypothesis testing was continued using the t-test. The results of the hypothesis testing showed that there was a significant effect of the Game Based Learning model on students' learning outcomes in the IPAS subject for grade IV at UPT SDN 060930 Medan Johor in the Academic Year 2025/2026, with $t_{\text{calculated}} = 6.347$ and $t_{\text{table}} = 2.045$, indicating that $t_{\text{calculated}} > t_{\text{table}}$ and the alternative hypothesis was accepted.

Keywords: *Game Based Learning, Learning Outcomes, IPAS*