

**PENGARUH PERMAINAN *PUZZLE EDUKATIF* TERHADAP
HASIL BELAJAR SISWA PADA MATA PELAJARAN
IPAS KELAS III SD NEGERI
101896 KIRI HULU
T.A2025/2026**

ABSRTAK

Penelitian ini bertujuan untuk mengetahui pengaruh permainan puzzle edukatif terhadap hasil belajar siswa pada mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) kelas III SD Negeri 101896 Kiri Hulu Tahun Ajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan desain quasi eksperimen berbentuk pretest–posttest control group design. Subjek penelitian terdiri dari 23 siswa yang terbagi ke dalam dua kelas, yaitu kelas III-A sebagai kelas kontrol dan kelas III-B sebagai kelas eksperimen. Instrumen penelitian berupa tes pretest dan posttest. Data dianalisis menggunakan analisis deskriptif, uji normalitas, uji homogenitas, dan uji hipotesis (uji-t). Hasil penelitian menunjukkan bahwa nilai rata-rata pretest kelas kontrol sebesar 33,33 dan kelas eksperimen sebesar 22,500. Setelah diberikan perlakuan, nilai rata-rata posttest kelas kontrol meningkat menjadi 35, sedangkan nilai rata-rata posttest kelas eksperimen meningkat lebih tinggi menjadi 33,09. Hasil uji hipotesis menunjukkan bahwa terdapat pengaruh yang signifikan penggunaan permainan puzzle edukatif terhadap hasil belajar siswa pada mata pelajaran IPAS. Dengan demikian, dapat disimpulkan bahwa permainan puzzle edukatif efektif digunakan sebagai media pembelajaran untuk meningkatkan hasil belajar IPAS siswa kelas III SD Negeri 101896 Kiri Hulu.

Katakunci: permainan puzzle edukatif, hasil belajar, IPAS.

**THE EFFECT OF EDUCATIONAL PUZZLE GAMES ON STUDENTS'
LEARNING OUTCOMES IN THE INTEGRATED NATURAL
AND SOCIAL SCIENCES (IPAS) SUBJECT FOR
THIRD-GRADE STUDENTS AT SD
NEGERI 101896 KIRIHULU,
ACADEMIC YEAR
2025/2026**

ABSTRACT

This study aims to determine the effect of educational puzzle games on students' learning outcomes in the Integrated Natural and Social Sciences (IPAS) subject for third-grade students at SD Negeri 101896 Kiri Hulu in the 2025/2026 academic year. This research employed a quantitative approach using a quasi-experimental design with a pretest-posttest control group design. The research subjects consisted of 23 students divided into two groups: class III-A as the control group and class III-B as the experimental group. The research instruments were pretest and posttest assessments. Data were analyzed using descriptive analysis, normality test, homogeneity test, and hypothesis testing (t-test). The results showed that the average pretest score of the control group was 22.500, while the experimental group obtained an average pretest score of 57.09. After the treatment, the average posttest score of the control group increased to 35, whereas the experimental group showed a higher improvement with an average posttest score of 39,09 . The hypothesis testing results indicated that there was a significant effect of using educational puzzle games on students' learning outcomes in the IPAS subject. Therefore, it can be concluded that educational puzzle games are effective as learning media to improve IPAS learning outcomes for third-grade elementary school students.

Keywords: educational puzzle games, learning outcomes, IPAS.