

PENGARUH MODEL PEMBELAJARAN *GAME BASED LEARNING* MENGGUNAKAN APLIKASI *WORDWALL* TERHADAP MINAT BELAJAR IPA SISWA KELAS V SD NEGERI 066668 MEDAN JOHOR T.P 2025/2026

ABSTRAK

Tujuan dalam penelitian ini adalah untuk melihat minat belajar siswa tanpa menggunakan model pembelajaran *Game Based Learning* dan dengan menggunakan model pembelajaran *Game Based Learning*, serta mengetahui adanya pengaruh model pembelajaran *Game Based Learning* terhadap minat belajar siswa. Penelitian dilaksanakan di SD Negeri 066668 Medan Johor Tahun pembelajaran 2025/2026. Sebagai Populasi adalah siswa kelas VB dan VC dengan jumlah siswa 56 orang. Jenis penelitian yang dilakukan adalah penelitian *Quasi Experimental Design* dengan alat pengumpulan data yang digunakan adalah angket minat belajar. Dari analisis data dan hipotesis; (1) Minat belajar siswa tanpa Model Pembelajaran *Game Based Learning* pada mata pelajaran IPA Materi Harmoni Dalam Ekosistem di kelas SD Negeri 066668 Medan Johor Tahun Pelajaran 2025/2026 diperoleh dengan nilai rata-rata angket 71,23 sesuai dengan kriteria interpretasi minat belajar siswa maka dapat disimpulkan bahwa siswa kelas VC memiliki minat Tinggi terhadap pembelajaran IPA. Hasil penelitian: (2) Minat belajar siswa dengan Model Pembelajaran *Game Based Learning* pada mata pelajaran IPA Harmoni Dalam Ekosistem di kelas VB SD Negeri 066668 Medan Johor Tahun Pelajaran 2025/2026 diperoleh dengan nilai rata-rata angket 84,99 sesuai dengan kriteria interpretasi minat belajar siswa maka dapat disimpulkan bahwa siswa kelas VB memiliki minat yang Sangat Tinggi terhadap pembelajaran IPA. (3) Ada pengaruh yang signifikan dalam penggunaan Model Pembelajaran *Game Based Learning* pada mata pelajaran IPA Materi Harmoni Dalam Ekosistem di kelas V SD Negeri 066668 Medan Johor Tahun Pelajaran 2025/2026 dapat diketahui dari nilai Thitung sebesar (7,70) > Ttabel sebesar (1,70) sesuai kriteria uji yang telah ditetapkan.

kata kunci : Model *Game Based Learning*, Minat Belajar Siswa, Mata Pelajaran IPA

**THE EFFECT OF THE GAME-BASED LEARNING MODEL
USING THE WORDWALL APPLICATION ON SCIENCE
LEARNING INTERESTS OF GRADE V STUDENTS
IN STATE ELEMENTARY SCHOOL
066668 MEDAN JOHOR
ACADEMIC YEAR
2025/2026**

ABSTRACT

The purpose of this study was to examine students' learning interest without using the Game Based Learning model and by using the Game Based Learning model, as well as to determine the effect of the Game Based Learning model on students' learning interest. The research was conducted at SD Negeri 066668 Medan Johor in the 2025/2026 academic year. The population consisted of students from classes VB and VC, with a total of 56 students. The type of research conducted was a Quasi-Experimental Design, and the data collection instrument used was a learning interest questionnaire. Based on data analysis and hypothesis testing: (1) Students' learning interest without the Game Based Learning model in the Science subject on the topic "Harmony in the Ecosystem" in class VC at SD Negeri 066668 Medan Johor in the 2025/2026 academic year obtained an average questionnaire score of 71.23. According to the interpretation criteria of students' learning interest, it can be concluded that students in class VC had a High level of interest in learning Science. (2) Students' learning interest using the Game Based Learning model in the Science subject on the topic "Harmony in the Ecosystem" in class VB at SD Negeri 066668 Medan Johor in the 2025/2026 academic year obtained an average questionnaire score of 84.99. Based on the interpretation criteria, it can be concluded that students in class VB had a Very High level of interest in learning Science. (3) There was a significant effect of using the Game Based Learning model in the Science subject on the topic "Harmony in the Ecosystem" in Grade V at SD Negeri 066668 Medan Johor in the 2025/2026 academic year, as indicated by the t-count value (7.70) being greater than the t-table value (1.70), according to the predetermined testing criteria.

Keywords: *Game Based Learning Model, Students' Learning Interest, Science Subject.*