

**PENGARUH MEDIA *CROSSWORD PUZZLE* TERHADAP HASIL BELAJAR
SISWA PADA MATA PELAJARAN IPAS KELAS IV SDN 104249 SEI
MENCIRIM TAHUN PELAJARAN 2025/2026**

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar siswa pada mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) kelas IV SDN 104249 Sei Mencirim Tahun Pelajaran 2025/2026. Rendahnya hasil belajar tersebut disebabkan oleh pembelajaran yang masih bersifat konvensional serta minimnya penggunaan media pembelajaran yang menarik dan interaktif. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media pembelajaran *Crossword Puzzle* terhadap hasil belajar siswa pada mata pelajaran IPAS kelas IV SDN 104249 Sei Mencirim. Penelitian ini menggunakan pendekatan kuantitatif dengan desain eksperimen one group pretest– posttest. Subjek penelitian adalah seluruh siswa kelas IV yang berjumlah 26 orang. Teknik pengumpulan data dilakukan melalui tes hasil belajar berupa pretest dan posttest, sedangkan analisis data menggunakan uji normalitas Liliefors dan uji hipotesis menggunakan uji t. Hasil penelitian menunjukkan bahwa nilai rata-rata pretest siswa sebesar 66,15, sedangkan nilai rata-rata posttest meningkat menjadi 85,77. Berdasarkan hasil uji t diperoleh bahwa nilai thitung lebih besar daripada ttabel, sehingga hipotesis alternatif diterima. Dengan demikian, dapat disimpulkan bahwa penggunaan media pembelajaran *Crossword Puzzle* berpengaruh secara signifikan terhadap hasil belajar siswa pada mata pelajaran IPAS kelas IV SDN 104249 Sei Mencirim Tahun Pelajaran 2025/2026.

Kata kunci: media *Crossword Puzzle*, hasil belajar, IPAS, siswa sekolah dasar

**THE EFFECT OF CROSSWORD PUZZLE MEDIA ON STUDENTS'
LEARNING OUTCOMES IN THE INTEGRATED NATURAL
AND SOCIALSCIENCES (IPAS) SUBJECT FOR
FOURTH GRADESTUDENTS OF SDN
104249 SEI MENCIRIMIN THE
2025/2026 ACADEMIC YEAR**

ABSTRACT

This study was motivated by the low learning outcomes of fourth-grade students in the Integrated Natural and Social Sciences (IPAS) subject at SDN 104249 Sei Mencirim in the 2025/2026 academic year. The low learning outcomes were caused by conventional teaching methods and the limited use of attractive and interactive learning media. This study aimed to determine the effect of using Crossword Puzzle learning media on students' learning outcomes in the IPAS subject for fourth-grade students at SDN 104249 Sei Mencirim. This research employed a quantitative approach with a one-group pretest–posttest experimental design. The subjects of the study were all fourth-grade students, totaling 26 students. Data were collected through learning outcome tests in the form of pretests and posttests, while data analysis was conducted using the Liliefors normality test and hypothesis testing with a t-test. The results showed that the average pretest score was 66.15, while the average posttest score increased to 85.77. The results of the t-test indicated that the calculated t-value was greater than the t-table value, so the alternative hypothesis was accepted. Therefore, it can be concluded that the use of Crossword Puzzle learning media has a significant effect on students' learning outcomes in the IPAS subject for fourth-grade students at SDN 104249 Sei Mencirim in the 2025/2026 academic year.

Keywords: *Crossword Puzzle media, learning outcomes, integrated natural and social sciences (IPAS), elementary school students*