PENGARUH MODEL PEMBELAJARAN *GAME-BASED LEARNING* (GBL) BERBANTUAN MEDIA MONOPOLI EDUKATIF TERHADAP HASIL BELAJAR IPAS PADA MATERI SISTEMPERNAPASAN MANUSIA KELAS VUPTSDN064026 MEDANTUNTUNGAN T.A 2025/2026

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran *Game-Based Learning* (GBL) berbantuan media *Board Game Monopoli Edukatif* terhadap hasil belajar IPAS pada materi sistem pernapasan manusia siswa kelas V UPT SD Negeri 064026 Kecamatan Medan Tuntungan Tahun Ajaran 2025/2026. Penelitian ini menggunakan pendekatan kuantitatif dengan metode eksperimen semu (*quasi experiment*) dan desain *Pretest-Posttest Control Group Design*. Populasi dalam penelitian ini adalah seluruh siswa kelas V UPT SD Negeri 064026 Medan Tuntungan dengan jumlah sampel sebanyak 33 siswa yang terdiri dari 20 siswa kelas VB sebagai kelas eksperimen dan 13 siswa kelas VA sebagai kelas kontrol, dengan teknik pengambilan sampel menggunakan *total sampling*. Kelas eksperimen diberikan perlakuan menggunakan model pembelajaran GBL berbantuan media *Board Game Monopoli Edukatif*, sedangkan kelas kontrol menggunakan pembelajaran konvensional. Teknik pengumpulan data dilakukan melalui tes hasil belajar berupa pretest dan posttest. Data dianalisis menggunakan uji normalitas, uji homogenitas, dan uji hipotesis dengan uji-t. Hasil penelitian menunjukkan bahwa rata-rata hasil belajar siswa kelas eksperimen lebih tinggi dibandingkan dengan kelas kontrol. Berdasarkan hasil uji hipotesis diperoleh nilai t_{hitung}=2,192 dan t_{tabel}=2,039 , sehingga $t_{hitung}>t_{tabel}$. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh yang signifikan penerapan model pembelajaran *Game-Based Learning* berbantuan media *Board Game Monopoli Edukatif* terhadap hasil belajar IPAS pada materi sistem pernapasan manusia siswa kelas V UPT SD Negeri 064026 Kecamatan Medan Tuntungan Tahun Ajaran 2025/2026.

Kata Kunci: Board Game Monopoli Edukatif, *Game-Based Learning*, IPAS Hasil Belajar, Sistem Pernapasan Manusia

THE EFFECT OF THE GAME-BASED LEARNING (GBL) MODEL USED BY MONOPOLY EDUCATIONAL MEDIA ON SCIENCE LEARNING OUTCOMES ON THE RESPIRATORY SYSTEM MANUSIA V UPT CLASS SDN 064026 MEDAN TUNUNGAN T.A 2025/2026

ABSTRACT

This study aims to determine the effect of the application of the Game-Based Learning (GBL) learning model assisted by the Educational Monopoly Board Game media on the learning outcomes of science in the human respiratory system material of fifth-grade students of UPT SD Negeri 064026 Medan Tuntungan District in the 2025/2026 Academic Year. This study uses a quantitative approach with a quasi-experimental method and a Pretest-Posttest Control Group Design. The population in this study were all fifth-grade students of UPT SD Negeri 064026 Medan Tuntungan with a sample of 33 students consisting of 20 students of class VB as the experimental class and 13 students of class VA as the control class, with a sampling technique using total sampling. The experimental class was given treatment using the GBL learning model assisted by the Educational Monopoly Board Game media, while the control class used conventional learning. Data collection techniques were carried out through learning outcome tests in the form of pretests and posttests. Data were analyzed using normality tests, homogeneity tests, and hypothesis tests with t-tests. The results of the study showed that the average learning outcomes of experimental class students were higher than those of the control class. Based on the results of the hypothesis test, the calculated t value was 2.192 and the calculated t table was 2.039, so that the calculated t value was > t table. Thus, it can be concluded that there is a significant influence of the application of the Game-Based Learning learning model assisted by the Educational Monopoly Board Game media on the learning outcomes of science on the human respiratory system material of fifth-grade students of UPT SD Negeri 064026, Medan Tuntungan District, 2025/2026 Academic Year.

Keywords: ***Educational Monopoly Board Game, Game-Based Learning, Human Respiratory System, IPAS, Learning Outcomes, Human Respiratory System***