

**PENGARUH MODEL PEMBELAJARAN *GAME BASED LEARNING* BERBANTUAN *QUIZIZZ PAPER MODE* PADA MATERI LAPISAN BUMI MATA PELAJARAN IPAS TERHADAP HASIL BELAJAR SISWA KELAS V SDN 067242 MEDAN T.P 2025/2026**

**ABSTRAK**

Penelitian ini bertujuan mengkaji pengaruh model pembelajaran *Game Based Learning* berbantuan *Quizizz Paper Mode* terhadap hasil belajar materi lapisan bumi pada siswa kelas V SD Negeri 067242 Medan. Metode yang digunakan Quasi-Experiment dengan desain PreTest-PostTest pada dua kelas (Eksperimen dan Kontrol) total 48 siswa dengan instrumen tes pilihan ganda (10 butir) yang telah divalidasi. Pelaksanaan penelitian berlangsung pada Desember 2025. Kelas eksperimen diberi perlakuan GBL berbantuan *Quizizz Paper Mode*, sedangkan kelas kontrol menggunakan pembelajaran konvensional. Hasil analisis menunjukkan rata-rata Post-Test kelas eksperimen 84,6 dan kelas kontrol 66,3. Uji prasyarat terpenuhi (normal dan homogen), dan uji-t menghasilkan  $t_{hitung} = 4,077 > t_{tabel} = 2,012$  pada  $\alpha = 0,05$ , sehingga terdapat pengaruh signifikan penggunaan GBL berbantuan *Quizizz Paper Mode* terhadap hasil belajar siswa. Penelitian ini merekomendasikan pemanfaatan model tersebut sebagai alternatif strategi pembelajaran IPAS.

**Kata kunci :** *Game Based Learning, Quizizz Paper Mode, Hasil Belajar*

**THE INFLUENCE OF THE *GAME BASED LEARNING*  
MODEL ASSISTED BY *QUIZIZZ PAPER MODE* ON THE  
MATERIAL ON THE LAYERS OF THE EARTH IN  
THE SCIENCE SUBJECT ON THE LEARNING  
OUTCOMES OF CLASS V STUDENTS AT  
STATE ELEMENTARY SCHOOL  
067242 MEDAN**

**ABSTRAK**

This study aims to examine the effect of the *Game Based Learning* (GBL) learning model assisted by *Quizizz Paper Mode* on the learning outcomes of the Earth's Layers material in fifth-grade students of SDN 067242 Medan. The method used was a quasi-experimental with a pretest–posttest design in two classes (experimental and control) a total of 48 students with a validated multiple-choice test instrument (10 items). The research took place in December 2025; the experimental class was given GBL treatment assisted by *Quizizz Paper Mode*, while the control class used conventional learning. The analysis results showed an average post-test of 84.6 for the experimental class and 66.3 for the control class. The prerequisite test was met (normal and homogeneous), and the t-test produced  $t_{count} = 4.077 > t_{table} = 2.012$  at  $\alpha = 0.05$ , so there was a significant effect of the use of GBL assisted by *Quizizz Paper Mode* on improving student learning outcomes. This study recommends the use of this model as an alternative strategy for learning science.

**Keywords :** *Game Based Learning, Quizizz Paper Mode, Learning Outcomes*