

**PENGARUH MEDIA VIDEO ANIMASI TERHADAP
HASIL BELAJAR PKN SISWA KELAS III
MIS ISLAMIAH SUNGGAL
T.P. 2025/2026**

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh media video animasi terhadap hasil belajar PKn siswa kelas III SD. Metode penelitian yang digunakan adalah metode kuantitatif dengan desain Pre-Experimental Design jenis One Group Pretest-Posttest Design. Subjek penelitian berjumlah 25 siswa kelas III. Teknik pengumpulan data dilakukan melalui tes, observasi, dan dokumentasi. Analisis data menggunakan uji normalitas, uji homogenitas, dan uji hipotesis. Hasil penelitian menunjukkan bahwa penggunaan media video animasi memberikan pengaruh terhadap hasil belajar siswa. Hal ini dapat dilihat dari nilai rata-rata pretest sebesar 60,2 meningkat menjadi 85,4 pada posttest. Berdasarkan hasil uji hipotesis diperoleh bahwa nilai thitung > ttabel sehingga H_a diterima dan H_0 ditolak. Dengan demikian, media video animasi berpengaruh positif terhadap hasil belajar PKn siswa kelas III. Kesimpulan dari penelitian ini adalah penggunaan media video animasi dapat meningkatkan hasil belajar siswa pada mata pelajaran PKn kelas III SD.

Kata Kunci: media video animasi, hasil belajar, PKn.

**THE EFFECT OF ANIMATED VIDEO MEDIA ON THE
CIVICS LEARNING OUTCOMES OF GRADE III
STUDENTS MIS ISLAMIYAH SUNGGAL
YEAR 2025/2026**

ABSTRACT

This study aims to determine the effect of animated video media on the civics learning outcomes of grade three elementary school students. The research method used was a quantitative method with a One Group Pretest-Posttest Pre-Experimental Design. The study subjects were 25 grade three students. Data collection techniques were conducted through tests, observation, and documentation. Data analysis used normality tests, homogeneity tests, and hypothesis testing. The results showed that the use of animated video media influenced student learning outcomes. This can be seen from the average pretest score of 60.2, which increased to 85.4 in the posttest. Based on the results of the hypothesis test, the calculated t value was greater than the t table, thus H_a was accepted and H_0 was rejected. Thus, animated video media had a positive effect on the civics learning outcomes of grade three students. The conclusion of this study is that the use of animated video media can improve student learning outcomes in Civics in third-grade elementary school.

Keywords: animated video media, learning outcomes, Civics.