

ABSTRAK

HANDINI AVANTIKA HSB. Pengaruh Media Pembelajaran *Fun Thinkers Book* Terhadap Hasil Belajar Siswa Pada Pendidikan Pancasila Kelas IV SD N. 01 Bilah Barat T.A 2023/2024. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian ini dilaksanakan dengan tujuan untuk mengetahui pengaruh penggunaan media pembelajaran *Fun Thinkers Book* terhadap hasil belajar siswa pada pendidikan pancasila kelas IV SD N. 01 Bilah Barat T.A 2023/2024. Populasi penelitian ini terdiri dari 48 siswa yang mencakup 25 siswa kelas IV A, dan 23 siswa kelas IV B. Jenis penelitian ini menggunakan *Quasi Experimental Design*, dengan bentuk *Nonequivalent Control Group Design*. Sebelum dilaksanakannya penelitian instrumen, dilakukan beberapa pengujian yaitu uji validitas, reliabilitas, daya beda, dan kesukaran instrumen. Tahap berikutnya kedua kelas sampel akan diberikan *pre-test* (tes awal), lalu akan diberikan perlakuan pada kelas eksperimen dengan menggunakan media *Fun Thinkers Book* dan kelas kontrol menggunakan model media gambar dan tahap selanjutnya akan diberikan *post-test* (tes akhir). Berdasarkan hasil uji normalitas didapatkan hasil signifikansi *pre-test* eksperimen 0,322, *post-test* eksperimen 0,414, *pre-test* kontrol 0,867, dan *post-test* kontrol 0,828 berikutnya uji homogenitas didapatkan hasil signifikansi 0,479 dan hasil uji hipotesis dinyatakan bahwa terdapat pengaruh dengan nilai signifikansi sebesar 0,000. Sehingga dapat disimpulkan pada tahap akhir melalui uji hipotesis bahwa H_a diterima dan H_0 ditolak.

Kata Kunci : Hasil Belajar, Media *Fun Thinkers Book*

ABSTRACT

HANDINI AVANTIKA HSB. The Effect of Fun Thinkers Book Learning Media on Student Learning Outcomes in Pancasila Education Class IV SD N. 01 Bilah Barat T.A 2023/2024. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan, 2024.

This research aimed to determine the effect of using Fun Thinkers Book learning media on student learning outcomes in Pancasila education class IV SD N. 01 Bilah Barat T.A 2023/2024. The population of this study consisted of 48 students which included 25 students of class IV-A, and 23 students of class IV-B. The research used a Quasi Experimental Design, with the form of Nonequivalent Control Group Design. Prior to the research instrument, several tests were carried out validity, reliability, differentiation, and instrument difficulty tests. The next stage the two sample classes will be given a pre-test (initial test), the next will be given treatment to the experimental class using Fun Thinkers Book media and the control class using the image media model and the next stage will be given a post-test (final test). Based on the results of the normality test, the significance of the experimental pre-test was 0.322, the experimental post-test was 0.414, the control pre-test was 0.867, and the control post-test was 0.828. The next homogeneity test obtained a significance of 0.479 and the results of the hypothesis test stated that there was an influence with a significance value of 0.000. So it was concluded at the final stage through the homogeneity test that there was an effect with a significance value of 0.000. So it can be concluded at the final stage through hypothesis testing that H_a is accepted and H_0 is rejected.

Keywords: Learning Outcomes, Fun Thinkers Book Media