

ABSTRAK

SITI RAHMAYANI. Pengaruh Model Pembelajaran *Make a Match* berbantuan media *flashcard* terhadap hasil belajar siswa pada mata pelajaran IPAS kelas V SD Negeri 101775 Sampali. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan. 2025

Abstrak: Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Make a Match* berbantuan media *flashcard* terhadap hasil belajar siswa pada mata pelajaran IPAS kelas V SD Negeri 101775 Sampali. Latar belakang penelitian ini adalah rendahnya hasil belajar siswa yang disebabkan oleh kurangnya kreativitas guru dalam merancang model pembelajaran, penggunaan metode yang kurang efektif, serta minimnya pemanfaatan media pembelajaran. Studi ini didasarkan pada teori Model *Make a match* yang menyatakan Model *Make a Match* merupakan metode pembelajaran yang menekankan pada kemampuan bekerja sama, berinteraksi sosial, dan berpikir cepat melalui kegiatan mencocokkan pasangan kartu. Jenis penelitian ini adalah quasi experiment dengan sampel sebanyak 48 siswa. Pengumpulan data dilakukan melalui wawancara, observasi, tes, dan dokumentasi. Hasil penelitian menunjukkan bahwa terdapat perbedaan signifikan antara kelas eksperimen dan kelas kontrol. Nilai rata-rata *post-test* kelas eksperimen sebesar 83,65, sedangkan kelas kontrol sebesar 72. Berdasarkan hasil uji *independent sample t-test*, diperoleh nilai signifikansi $0,000 < 0,05$, yang berarti H_a diterima dan H_o ditolak. Dengan demikian, dapat disimpulkan bahwa penggunaan model *Make a Match* berbantuan media *flashcard* berpengaruh signifikan terhadap peningkatan hasil belajar siswa pada mata pelajaran IPAS kelas V SD Negeri 101775 Sampali.

Kata Kunci : Model Pembelajaran *Make a Match*, Media *Flashcard*, Hasil Belajar.

ABSTRACT

SITI RAHMAYANI. The Influence of the Make a Match Learning Model assisted by flashcard media on student learning outcomes in the subject of science for grade V of SD Negeri 101775 Sampali. Skripsi. Medan: Faculty of Education Universitas Negeri Medan. 2025

Abstract: This study aims to determine the effect of the Make a Match learning model assisted by flashcard media on student learning outcomes in the subject of science in grade V of SD Negeri 101775 Sampali. The background of this study is the low student learning outcomes caused by the lack of teacher creativity in designing learning models, the use of ineffective methods, and the minimal use of learning media. This study is based on the theory of the Make a Match Model which states that the Make a Match Model is a learning method that emphasizes the ability to work together, interact socially, and think quickly through the activity of matching pairs of cards. This type of research is a quasi experiment with a sample of 48 students. Data collection was carried out through interviews, observations, tests, and documentation. The results showed that there was a significant difference between the experimental class and the control class. The average post-test score of the experimental class was 83.65, while the control class was 72. Based on the results of the independent sample t-test, the tcount significance of $0.000 < 0.05$, which means that H_a is accepted and H_o is rejected. Thus, it can be concluded that the use of the Make a Match model assisted by flashcard media has a significant effect on improving student learning outcomes in the subject of science for grade V of SD Negeri 101775 Sampali.

Keywords : Make a Match Learning Model, Flashcard Media, Learning Outcomes.