

ABSTRAK

AYU AFSARINI. Pengaruh Model Pembelajaran *Problem Based Learning* Berbantuan Video Animasi Terhadap Hasil Belajar IPAS Siswa Kelas IV SDN 067776 Medan Johor. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2026.

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar IPAS siswa kelas IV di SDN 067776 Medan Johor yang disebabkan oleh proses pembelajaran yang masih berpusat pada guru (*teacher-centered*) dan didominasi oleh metode ceramah. Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model pembelajaran *Problem Based Learning* berbantuan media video animasi terhadap hasil belajar IPAS siswa kelas IV SDN 067776 Medan Johor. Penelitian ini menggunakan metode penelitian kuantitatif dengan desain penelitian *Quasi Experimental* dengan jenis *Nonequivalent Control Group Design*. Sampel dalam penelitian ini terdiri atas 2 kelompok, yaitu siswa kelas IVA sebagai kelas kontrol yang berjumlah 20 orang dan siswa kelas IVB sebagai kelas eksperimen yang berjumlah 20 orang. Teknik pengumpulan data dalam penelitian ini yaitu tes pilihan berganda dan dokumentasi. Teknik analisis data yang digunakan yaitu uji normalitas, homogenitas, dan hipotesis yang diproses menggunakan SPSS 31. Hasil penelitian menunjukkan bahwa siswa pada kelas eksperimen mendapatkan nilai yang lebih tinggi dibandingkan dengan kelas kontrol. Berdasarkan uji statistik, diperoleh nilai signifikansi (2-tailed) sebesar $0,000 < 0,05$, sehingga H_1 diterima dan H_0 ditolak. Dapat disimpulkan bahwa terdapat pengaruh model pembelajaran *Problem Based Learning* berbantuan video animasi terhadap hasil belajar IPAS siswa kelas IV SDN 067776 Medan Johor.

Kata Kunci: Model Pembelajaran *Problem Based Learning*, Video Animasi, Hasil belajar

ABSTRACT

AYU AFSARINI. The Influence of Video Animation-Assisted Problem-Based Learning Model on the IPAS Learning Outcomes of Fourth-Grade Students at SDN 067776 Medan Johor. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.

This research is motivated by the low learning outcomes of fourth-grade students in science at SDN 067776 Medan Johor which is caused by the learning process which is still teacher-centered and dominated by lecture methods. This study aims to determine the effect of the application of the Problem Based Learning model assisted by animated video media on the learning outcomes of fourth-grade students in science at SDN 067776 Medan Johor. This study uses a quantitative research method with a Quasi Experimental research design with a Nonequivalent Control Group Design type. The sample in this study consists of 2 groups, namely 20 fourth-grade students as the control class and 20 fourth-grade students as the experimental class. Data collection techniques in this study are multiple-choice tests and documentation. Data analysis techniques used are normality, homogeneity, and hypothesis tests processed using SPSS 31. The results of the study show that students in the experimental class get higher scores compared to the control class. Based on the statistical test, a significance value (2-tailed) of $0.000 < 0.05$ was obtained, so H1 was accepted and H0 was rejected. It can be concluded that there is an influence of the Problem Based Learning model assisted by animated videos on the science learning outcomes of fourth-grade students at SDN 067776 Medan Johor.

Keywords: Problem-Based Learning Model, Animated Videos, Learning Outcomes