ABSTRAK

AYU ANDIRA SIMANJUNTAK. Pengaruh Metode Permainan Cerdas Cermat Terhadap Partisipasi Belajar Anak Sekolah Minggu Horong 3 Di Desa Gurgur Aek Raja. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan. 2026.

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan metode permainan cerdas cermat terhadap peningkatan partisipasi belajar anak di Sekolah Minggu Horong 3 Desa Gurgur Aek Raja. Penelitian ini dilatarbelakangi oleh rendahnya partisipasi belajar anak akibat dominasi metode ceramah konvensional. Penelitian kuantitatif ini menggunakan pendekatan *Pre-Experimental Design* dengan rancangan satu grup terhadap populasi sekaligus sampel sebanyak 30 anak menggunakan teknik *total sampling*. Instrumen pengumpulan data berupa angket partisipasi belajar aspek verbal, nonverbal, dan sosial anak, serta didukung lembar observasi keterlaksanaan metode. Analisis data dilakukan melalui uji *Paired Samples T-Test* dan analisis regresi linear sederhana berbantuan program IBM SPSS Statistics. Hasil penelitian menunjukkan nilai rata-rata skor partisipasi belajar anak sebelum diberikan angket sebesar 58,77 (kategori rendah) meningkat signifikan sesudah diberikan angket menjadi 100,17 (kategori tinggi). Hasil uji hipotesis menunjukkan nilai t_{hitung} sebesar 57,616 yang lebih besar dari t_{tabel} sebesar 2,045 dengan signifikansi 0,000 (< 0,05), sehingga Ha diterima. Hasil analisis regresi linear sederhana menghasilkan persamaan regresi $\hat{Y} = -117{,}731 + 1{,}185X$ dengan nilai koefisien korelasi (R) sebesar 0,994 yang menunjukkan hubungan sangat kuat. Nilai koefisien determinasi (R^2 / *R Square*) diperoleh sebesar 0,987, mengindikasikan bahwa keterlaksanaan metode permainan cerdas cermat memberikan pengaruh kontribusi sebesar 98,7% terhadap peningkatan partisipasi belajar anak, sedangkan 1,3% sisanya dipengaruhi faktor lain di luar penelitian. Dengan demikian, disimpulkan bahwa metode permainan cerdas cermat berpengaruh positif dan signifikan terhadap peningkatan partisipasi belajar anak Sekolah Minggu Horong 3 di Desa Gurgur Aek Raja.

Kata Kunci: Permainan Cerdas Cermat, Partisipasi Belajar, Sekolah Minggu

ABSTRACT

AYU ANDIRA SIMANJUNTAK. The Influence of the Quiz Bowl Game Method on Sunday School Children's Learning Participation at Horong 3 in Gurgur Aek Raja Village. Skripsi. Medan: Faculty of Education, State University of Medan. 2026.

This study aims to determine the effect of implementing the quiz bowl game method on increasing children's learning participation at the Horong 3 Sunday School in Gurgur Aek Raja Village. This research is motivated by the low level of children's learning participation due to the dominance of conventional lecture methods. This quantitative research used a Pre-Experimental Design approach with a one-group design on a population and sample of 30 children using the total sampling technique. The data collection instruments consisted of learning participation questionnaires covering children's verbal, non-verbal, and social aspects, supported by method implementation observation sheets. Data analysis was performed using the Paired Samples T-Test and simple linear regression analysis with the assistance of the IBM SPSS Statistics program. The results showed that the average score of children's learning participation before being given the questionnaire was 58.77 (low category), which significantly increased after being given the questionnaire to 100.17 (high category). The hypothesis test results showed a t_{count} value of 57.616, which is greater than the t_{table} of 2.045 with a significance level of 0.000 (< 0.05), thereby accepting Ha. The simple linear regression analysis yielded the regression equation $\hat{Y}$ = -117.731 + 1.185X with a correlation coefficient (R) of 0.994, indicating a very strong relationship. The coefficient of determination (R^2 / R Square) was obtained at 0.987, indicating that the implementation of the quiz bowl game method contributed a 98.7% influence on the increase in children's learning participation, while the remaining 1.3% was influenced by other factors outside the study. Thus, it is concluded that the quiz bowl game method has a positive and significant effect on increasing children's learning participation at the Horong 3 Sunday School in Gurgur Aek Raja Village.

Keywords: Quiz Bowl Game, Learning Participation, Sunday School

THE Character Building UNIVERSITY