

ABSTRAK

Khairunnisa (8166182022). Pengaruh Model Pembelajaran *Team Quiz* Berbantuan Media IT dan Motivasi Belajar Terhadap Hasil Belajar Subtema Keragaman Suku Bangsa dan Agama di Negeriku Pada Siswa Kelas IV SD. Program Studi Pendidikan Dasar, Pascasarjana Universitas Negeri Medan 2018,

Penelitian ini bertujuan untuk mengetahui : (1) Perbedaan hasil belajar IPS anak yang belajar dengan model pembelajaran *Team Quiz* berbantuan media IT dengan anak yang belajar dengan model pembelajaran *Team Quiz* berbantuan media gambar, (2) Perbedaan hasil belajar IPS siswa yang belajar dengan model pembelajaran *Team Quiz* berbantuan media IT dengan model pembelajaran *Team Quiz* berbantuan media gambar berdasarkan tingkat motivasi, (3) Interaksi antara model pembelajaran *Team Quiz* berbantuan media IT dengan motivasi belajar terhadap hasil belajar pada muatan IPS subtema Keragaman Suku Bangsa dan Agama di Negeriku pada siswa kelas IV SDN 026609 Binjai Selatan. Penelitian ini dilaksanakan di SDN 026609 Binjai Selatan. Populasi dalam penelitian ini adalah siswa kelas IV SDN 026609 Binjai Selatan yang terdiri dari 2 kelas yaitu kelas IV-A 25 siswa dan IV-B 25 siswa. Jumlah populasi sebanyak 50 siswa. Metode penelitian yang digunakan yaitu eksperimen semu. Data dikumpulkan dengan menggunakan angket dan tes pilihan berganda. Analisis data menggunakan ANAVA dua jalur. Hasil penelitian menunjukkan bahwa : (1) Terdapat perbedaan hasil belajar IPS dengan model pembelajaran *Team Quiz* berbantuan media IT dengan model pembelajaran *Team Quiz* berbantuan media gambar diperoleh $F_{hitung} = 74,874$, signifikan 0.000 dengan $\alpha = 0,05$, maka dapat dilihat bahwa signifikan $0,000 < 0,05$; (2) Terdapat perbedaan hasil belajar dengan model pembelajaran *Team Quiz* berbantuan media IT dengan model pembelajaran *Team Quiz* berbantuan media gambar berdasarkan tingkat motivasi diperoleh $F_{hitung} = 110,966$, signifikan 0.000 dengan $\alpha = 0,05$, maka dapat dilihat bahwa signifikan $0,000 < 0,05$; (3) Terdapat interaksi antara model pembelajaran *Team Quiz* berbantuan media IT dengan motivasi belajar dalam mempengaruhi hasil belajar IPS siswa subtema keragaman suku bangsa dan agama di negeriku diperoleh $F_{hitung} = 22,115$, signifikan 0.000 dengan $\alpha = 0,05$, maka dapat dilihat bahwa signifikan $0,000 < 0,05$.

Kata Kunci : *Team Quiz, Media IT, Motivasi Belajar*

ABSTRACT

Khairunnisa (8166182022). The Influence of Team Quiz Learning Model Assisted with Information Technology Media and Learning Motivation Against Learning Outcomes of Subtitles of Ethnic Diversity and Religion in My Country in 4th Grade Elementary School Students, Basic Education Study Program, Postgraduate of Medan State University,

This study aims to find out: (1) Differences in the results of social studies learning of children who study with Team Quiz learning models assisted with information technology media with children who learn with Team Quiz learning models assisted with media images, (2) Differences in learning outcomes learning with Team Quiz learning model assisted by technology information media with Team Quiz learning model assisted with image media based on motivation levels, (3) Interaction between Team Quiz learning models assisted by information technology media and learning motivation on learning outcomes in the content of social science sub-themes of Ethnic Diversity and Religion in my country for fourth grade students of public elementary school 026609 South Binjai. This research was carried out in public elementary school 026609 South Binjai. The population in this study were fourth grade students of public elementary schools 026609 South Binjai which consisted of 2 classes, namely class IV-A 25 students and IV-B 25 students. Total population of 50 students. The research method used is quasi-experimental. Data was collected using questionnaires and multiple choice tests. Data analysis using two-way ANAVA. The results showed that: (1) There were differences in social science learning outcomes with Team Quiz learning models assisted by technology information media with Team Quiz learning models assisted by media images obtained $F_{count} = 74.874$, significant 0.000 with $\alpha = 0.05$, it can be seen that significant $0.000 < 0.05$; (2) There are differences in learning outcomes with the Team Quiz learning model assisted by technology information media with Team Quiz learning models assisted by media images based on the level of motivation obtained $F_{count} = 110.966$, significant 0.000 with $\alpha = 0.05$, it can be seen that significant $0.000 < 0.05$; (3) There is an interaction between Team Quiz learning model assisted technology information media with learning motivation in influencing students' social science learning outcomes, subtitles of ethnic and religious diversity in my country, obtained $F_{count} = 22.115$, significant 0.000 with $\alpha = 0.05$, it can be seen that significant $0.000 < 0.05$.

Key Words : *Team Quiz Assisted, Information Technology Media, Learning Motivation*