

## ABSTRAK

**PATRICIA SIMANULLANG. Pengaruh Model *Problem Based Learning* Berbantuan Media *Game Wayground* Terhadap Literasi IPA Siswa Kelas V SD Negeri 101780 Percut TA 2025/2026. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2026.**

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan model *Problem Based Learning* berbantuan media *game Wayground* terhadap literasi IPA siswa di kelas V SD Negeri 101780 Percut tahun ajaran 2025/2026. Metode penelitian yang digunakan adalah eksperimen semu (*Quasi-Experimental Design*) dengan desain *Nonequivalent Control Group Design*. Sampel penelitian diambil dari siswa kelas V SD Negeri 101780 Percut, sehingga diperoleh sebanyak 33 siswa sebagai sampel (terbagi atas kelas eksperimen dan kelas kontrol). Instrumen penelitian berupa bentuk tes pilihan ganda sebanyak 20 soal. Hasil analisis data menunjukkan adanya peningkatan nilai rata-rata literasi IPA siswa pada kelas eksperimen, yaitu dari 50,88 pada *pretest* menjadi 85,88 pada *posttest*. Hasil uji hipotesis dengan menggunakan *Independent Sample T-Test* menunjukkan nilai signifikansi sebesar 0,000 ( $\text{sig} < 0,05$ ), yang berarti  $H_0$  ditolak dan  $H_a$  diterima. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh penerapan model *Problem Based Learning* berbantuan media *game Wayground* terhadap literasi IPA siswa di kelas V SD Negeri 101780 Percut tahun ajaran 2025/2026.

**Kata Kunci:** Pengaruh, *Problem Based Learning*, Media *Game Wayground*, Literasi IPA, Sekolah Dasar.

## ABSTRACT

**PATRICIA SIMANULLANG. The Effect of the Problem-Based Learning Model Assisted by the Wayground Game on the Science Literacy of Fifth-Grade Students at SD Negeri 101780 Percut in the 2025/2026 Academic Year. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.**

This study aims to determine the effect of the Problem-Based Learning model assisted by the Wayground game on the science literacy of fifth-grade students at SD Negeri 101780 Percut in the 2025/2026 academic year. The research method used was a quasi-experimental design with a Nonequivalent Control Group Design. The sample was taken from fifth-grade students at SD Negeri 101780 Percut, resulting in a total of 33 students (divided into an experimental class and a control class). The research instrument was a 20-question multiple-choice test. The results of the data analysis showed an increase in the average science literacy score of students in the experimental class, from 50.88 in the *pretest* to 85.88 in the *posttest*. The results of the hypothesis test using the Independent Sample T-Test showed a significance value of 0.000 ( $\text{sig} < 0.05$ ), which means that  $H_0$  is rejected and  $H_a$  is accepted. Thus, it can be concluded that there is an effect of the implementation of the Problem Based Learning model assisted by the *Wayground* game media on the science literacy of fifth-grade students at SD Negeri 101780 Percut in the 2025/2026 academic year.

**Keywords:** Influence, Problem Based Learning, *Wayground* Game Media, Science Literacy, Elementary School.