

Abstrak

Fadhilah, M. Agung. 2022. Pengaruh media *powtoon* materi rangka manusia terhadap hasil belajar siswa kelas V SDN DR SUTOMO V/327 Surabaya. Skripsi program studi pendidikan guru sekolah dasar. Universitas PGRI Adi Buana Surabaya.

Kata kunci : Media, *Powtoon*, Hasil Belajar

Salah satu faktor hasil belajar siswa kurang optimal yaitu pada saat proses pembelajaran, media yang digunakan belum bisa menarik perhatian dan membangkitkan semangat belajar siswa. Akibatnya proses pembelajaran cenderung pasif dan hasil belajar kurang optimal. Berdasarkan observasi awal yang dilakukan di SDN DR SUTOMO V/327 Surabaya, diketahui bahwa pencapaian hasil belajar siswa selama ini relatif tidak stabil dikarenakan adanya kendala pandemi *covid-19* yang secara signifikan merubah peradaban bahkan cara atau metode pembelajaran diseluruh dunia.

Penelitian ini merupakan penelitian kuantitatif. Metode pengumpulan data yaitu observasi dan tes. Teknik analisis data yang digunakan dalam penelitian ini adalah uji t untuk mengetahui hasil belajar siswa.

Hasil penelitian ini yaitu diketahui ringkasan uji t *Posttest* kelas eksperimen diketahui memiliki rata-rata hasil belajar sebesar 80,00 dan rata-rata hasil belajar kelas kontrol sebesar 70,00, sehingga dapat disimpulkan bahwa rata-rata hasil belajar kelas eksperimen lebih besar dari kelas kontrol sebesar 10,00. Dengan didapatkannya sig $>0,05$ yaitu 0.126, dapat dikatakan bahwa terdapat skor hasil belajar siswa secara signifikan pada kelas eksperimen dan kelas Kontrol. Dengan demikian terdapat pengaruh media *powtoon* terhadap hasil belajar siswa.

Abstract

Fadhilah, M. Agung. 2022. The effect of the human skeleton material on the learning outcomes of fifth graders at SDN DR SUTOMO V/327 Surabaya. Thesis for primary school teacher education study program. PGRI Adi Buana University, Surabaya.

Keywords: Media, Powtoon, Learning Outcomes

One of the factors that result in less than optimal student learning is during the learning process, the media used has not been able to attract attention and arouse students' enthusiasm for learning. As a result, the learning process tends to be passive and learning outcomes are less than optimal. Based on initial observations made at SDN DR SUTOMO V/327 Surabaya, it is known that the achievement of student learning outcomes has been relatively unstable due to the constraints of the COVID-19 pandemic which has significantly changed civilization and even learning methods or methods around the world.

This research is a quantitative research. Data collection methods are observation and tests. The data analysis technique used in this study was the t test to determine student learning outcomes.

The results of this study are that the posttest summary of the experimental class t test is known to have an average learning outcome of 80.00 and an average learning outcome of the control class of 70.00, so it can be concluded that the average learning outcome of the experimental class is greater than that of the control class control of 10.00. By getting sig > 0.05, which is 0.126, it can be said that there is a significant score of student learning outcomes in the experimental class and the control class. Thus there is an influence of powtoon media on student learning outcomes.