

ABSTRAK

Khasanah, Nur Roudhotul. 2020. Pengaruh *Crosswrod Puzzle* Berbasis 4C Terhadap Hasil Belajar IPA Peserta Didik Kelas V SDN Kebondalem Mojosari Tahun 2019-2020. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Universitas PGRI Adi Buana Surabaya. Pembimbing (1) Drs. Atnuri, S.H., M.Pd., (2) Drs. Achmad Fanani, S.T., M.Pd.

Kata kunci: *metode crossword puzzle, hasil belajar*

Pemilihan metode yang tepat pada saat proses pembelajaran sangat dibutuhkan oleh pendidik agar suasana belajar menyenangkan, tidak terlupakan dan aktif sehingga peserta didik dapat meraih prestasi secara optimal.

Adapun rumusan masalah dan tujuan dalam penelitian ini adalah untuk mengetahui pengaruh metode *crossword puzzle* berbasis 4C Tema 4 Subtema 2 Pembelajaran1 terhadap hasil belajar peserta didik kelas V serta bagaimana keterlaksanaan metode *crossword puzzle* berbasis 4C. Penelitian ini merupakan penelitian kuantitatif. Sumber data yang digunakanya itu peserta didik kelas V SDN Kebondalem Mojosari yang terdridari 17 peserta didik laki-laki dan 12 peserta didik perempuan. Teknik pengumpulan data yang digunakan adalah hasil observasi pendidik dan peserta didik, uji normalitas, uji homogenitas, uji-t dan uji hipotesis.

Berdasarkan hasil analisa data penelitian diketahui bahwa metode *crossword puzzle* berbasis 4C mempengaruhi hasil belajar peserta didik. Hal ini dibuktikan dengan uji-t, diperoleh hasil $t_{hitung} = 26,16$, dan $t_{tabel} = 2,048$ yang berarti $t_{hitung} > t_{tabel}$. Maka dapat disimpulkan dari penelitian ini, bahwa aktivitas pendidik dan peserta didik dalam penerapan metode *crossword puzzle* berbasis 4C dikategorikan “sangat baik”.

ABSTRACT

Khasanah, Nur Roudhotul. 2020. The Effect of 4C-Based *Crossword Puzzles* in the Process of Reviewing Science Learning Against Learning Outcomes of Class V Students of SDN Kebondalem Mojosari in 2019-2020. Thesis Elementary School Teacher Education Study Program.PGRI AdiBuana University Surabaya. Advisors (1) Drs. Atnuri, S.H., M.Pd., (2) Drs. AchmadFanani, S.T., M.Pd.

Keywords: crossword puzzle method, learning result

The selection of the right method during the learning process is needed by educators so that the learning atmosphere is fun, not forgotten and active so that students can achieve optimally. The problem formulation and objectives in this study were to determine the effect of the 4C-based crossword puzzle method Theme 4 Subtheme 2 Learning 1 on the learning outcomes of fifth grade students and how the 4C-based crossword puzzle method is implemented. This research is a quantitative research. The data source used was grade V students of SDN KebondalemMojosari consisting of 17 male students and 12 female students. Data collection techniques used are the results of observations of educators and students, normality test, homogeneity test, t-test and hypothesis test. Based on the results of the analysis of research data it is known that the 4C-based crossword puzzle method affects student learning outcomes. This is evidenced by the t-test, the results of $t_{count} = 26.16$, and $t_{table} 2.048$ which means $t_{count} > t_{table}$. Then it can be concluded from this study, that the activities of educators and students in the application of the 4C based crossword puzzle method are categorized as "very well".