

ABSTRAK

Maya Safitri, 2023. Pengaruh Model Pembelajaran STEAM terhadap Motivasi dan Hasil Belajar IPA Konsep Suhu dan Kalor pada siswa kelas V SDI Biringkaloro Kecamatan Pallangga Gowa, dibimbing oleh Nurlina dan Hartono Bancong.

Penelitian ini bertujuan untuk mengetahui keterlaksanaan model STEAM serta pengaruhnya terhadap motivasi dan hasil belajar konsep suhu dan kalor pada siswa kelas V SDI Biringkaloro baik parsial maupun simultan. Penelitian ini termasuk penelitian kuantitatif dengan desain penelitian *quasi experimental*. Adapun populasi penelitian ini adalah seluruh siswa kelas V SDI Biringkaloro kecamatan pallangga gowa tahun ajaran 2002/2023 berjumlah 60 siswa. Teknik penarikan sampel ialah *non probability sampling*, Teknik pengumpulan data menggunakan observasi dan tes, yang akan dianalisis secara statistik baik deskriptif dan inferensial.

Hasil penelitian yang diperoleh, keterlaksanaan pembelajaran menggunakan model STEAM termasuk kategori efektif. Berdasarkan uji t, terdapat pengaruh model STEAM terhadap motivasi belajar karena nilai sig. $0,000 < 0,05$ atau t hitung $9,312 > 2,0017$ t tabel. Begitu hasil uji t untuk hasil belajar, terdapat pengaruh model STEAM terhadap hasil belajar karena nilai sig. $0,000 < 0,05$ atau t hitung $9,527 > 2,0017$ t tabel. Untuk pengaruh secara simultan model STEAM terhadap motivasi dan hasil belajar, dilakukan uji MANOVA dan memperoleh hasil dari tabel *multivariate test* menunjukkan nilai F untuk *Pillae Trace*, *Wilk Lambda*, *Hotelling Trcae*, *Roy's Largest Root* nilai sig. $0,000 < 0,05$ maka disimpulkan terdapat perbedaan motivasi dan hasil belajar yang signifikan antara siswa dengan pembelajaran menggunakan model STEAM dengan siswa dengan pembelajaran menggunakan model *direct learning*.

Kata Kunci: Model Pembelajaran STEAM, Motivasi Belajar, Hasil Belajar.

ABSTRACT

Maya Safitri, 2023. The Effect of the STEAM Learning Model on Motivation and Learning Outcomes in Natural Sciences Concepts of Temperature and Heat at the Fifth Grade Students of SDI Biringkaloro, Pallangga Gowa District. Supervised by Nurlina and Hartono Bancong.

This study aimed to determine the implementation of the STEAM model and its effect on motivation and learning outcomes of the concept of temperature and heat in class V SDI Biringkaloro both partially and simultaneously. This research was a quantitative research with a quasi-experimental research design. The population of this study were all fifth grade students at SDI Biringkaloro, Pallangga Gowa sub-district, for the 2022/2023 academic year, totaling 60 students. The sampling technique was non-probability sampling. Data collection techniques used were observation and tests, which analyzed statistically both descriptively and inferentially.

The research results obtained, the implementation of learning using the STEAM model was included in the effective category. Based on the t test, there was any effect of the STEAM model on learning motivation because the sig. $0.000 < 0.05$ and t count $9.312 > 2.0017$ t table. As soon as the results of the t test for learning outcomes showed there was any effect of the STEAM model on learning Outcomes because the sig. $0.000 < 0.05$ and t count $9.527 > 2.0017$ t table. For the simultaneous effect of the STEAM model on motivation and learning outcomes, the MANOVA test was carried out and the results from the multivariate test table showed that the F value for Pillai Trace, Wilk Lambda, Hotelling Trcae, Roy's Largest Root was sig. $0.000 < 0.05$, it can be concluded that there are any significant differences in motivation and learning outcomes between students learning using the STEAM model and students learning using the direct learning model.

Keywords : *STEAM Learning Model, Learning Motivation, Learning Outcomes*

