

ABSTRAK

SITTI NURAENUN ILAHI, 2024. Pengaruh Model *Problem Based Learning* (PBL) Berbantuan Media Animasi Terhadap Aktivitas dan Hasil Belajar Matematika Siswa Kelas V SDI Sanging-Sanging. Dibimbing Oleh H. Baharullah dan Andi Husniati.

Penelitian ini bertujuan untuk mengenali pengaruh model pembelajaran Problem Based Learning (PBL) berbantuan media animasi terhadap aktivitas dan hasil belajar matematika siswa kelas V SDI Sanging-Sanging. Metode penelitian yang digunakan adalah pendekatan quasi-eksperimen dengan desain non-equivalent group design. Populasi dalam penelitian ini adalah seluruh siswa kelas V di SDI Sanging-Sanging dan sampelnya adalah siswa kelas V A berjumlah 25 siswa dan siswa kelas V B yang berjumlah 25 siswa. Pengumpulan data dilakukan melalui angket aktivitas belajar, tes hasil belajar, dan dokumentasi. Data yang terkumpul dianalisis secara kuantitatif dengan menggunakan statistik deskriptif dan statistik inferensial. Hasil analisis data statistik deskriptif menunjukkan bahwa skor rata-rata aktivitas belajar matematika untuk kelas eksperimen I adalah 78,88 dan untuk kelas eksperimen II adalah 51,88, skor rata-rata hasil belajar siswa untuk kelas eksperimen I 83,88 dan untuk kelas eksperimen II 63,12. Sedangkan hasil analisis data statistik inferensial menunjukkan bahwa nilai sig. pada aktivitas belajar siswa adalah $0,000 < 0,05$ dengan nilai t-hitung $> t\text{-tabel}$ yaitu $10,567 > 1,676$. Nilai sig. pada hasil belajar siswa adalah $0,000 < 0,05$ dengan nilai t-hitung $10,367 > 1,676$. Dan uji manova menunjukkan nilai sig. $0,000 < 0,05$. Artinya bahwa ada pengaruh penerapan model problem based learning berbantuan media animasi terhadap aktivitas dan hasil belajar matematika siswa kelas V SDI Sanging-Sanging

Keywords: *Problem Based Learning* (PBL), Animasi, Aktivitas Belajar, Hasil Belajar, Matematika.

ABSTRACT

SITTI NURAENUN ILAHI, 2024. The Influence of Problem Based Learning (PBL) Model Assisted by Animation Media on the Activities and Mathematics Learning Outcomes of Class V Students of SDI Sanging-Sanging. Supervised by H. Baharullah and Andi Husniati.

This study aimed to identify the influence of Problem Based Learning (PBL) learning model assisted by animation media on mathematics learning activities and outcomes of fifth grade students of SDI Sanging-Sanging. The research method used was a quasi-experimental approach with a non-equivalent group design. The population in this study were all fifth grade students at SDI Sanging-Sanging and the sample were 25 students of class V A and 25 students of class V B. Data collection was carried out through learning activity questionnaires, learning outcome tests, and documentation. The collected data were analyzed quantitatively using descriptive statistics and inferential statistics. The results of the descriptive statistical data analysis showed that the average score of mathematics learning activities for experimental class I was 78.88 and for experimental class II was 51.88, the average score of student learning outcomes for experimental class I was 85.06 and for experimental class II was 56.96. While the results of the inferential statistical data analysis showed that the sig. value. on student learning activities is $0.000 < 0.05$ with a t-count value $> t$ -table, namely $10.567 > 1.676$. The sig. value on student learning outcomes is $0.000 < 0.05$ with a t-count value of $10.367 > 1.676$. And the manova test shows a sig. value of $0.000 < 0.05$. This means that there is an influence of the application of the problem based learning model assisted by animation media on the activities and learning outcomes of mathematics of class V students of SDI Sanging-Sanging.

Keywords: *Problem Based Learning (PBL), Animation, Learning Activities, Learning Outcomes, Mathematics.*



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