ABSTRAK

Dewi, Laura Puspita, 2025. *Penggunaan Model Problem Based-Learning Berbantuan Game Ular Tangga untuk Meningkatkan Motivasi Siswa pada Pembelajaran IPAS Kelas V*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar Fakultas Keguruan dan Ilmu Pendidikan Universitas Islam Balitar. Pembimbing I : Ida Putriani, S.Pd.M.Pd. Pembimbing II : Desy Anindya Rosyida, M.Pd.

Kata Kunci :
Problem Based-Learning, Game Ular Tangga, Motivasi Belajar, IPAS.

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Problem Based-Learning* (PBL) berbantuan permainan edukatif ular tangga dalam meningkatkan motivasi belajar siswa pada mata pelajaran IPAS kelas V di SDN Panggungduwet 03 Blitar. Latar belakang penelitian ini didasarkan pada rendahnya motivasi belajar siswa serta minimnya penerapan model pembelajaran inovatif berbasis permainan yang mampu melibatkan siswa secara aktif dalam proses belajar mengajar. Metode penelitian yang digunakan adalah pendekatan kuantitatif deskriptif dengan jenis penelitian eksperimen desain *one shot case study*. Subjek penelitian terdiri dari 14 siswa kelas V yang dipilih melalui teknik sampling jenuh. Pengumpulan data dilakukan melalui instrument angket motivasi belajar, tes hasil belajar, dan observasi pelaksanaan pembelajaran. Hasil penelitian menunjukkan bahwa penerapan model PBL berbantuan game ular tangga meningkatkan motivasi belajar siswa secara signifikan. Hal ini ditunjukkan melalui Uji T (*simple paired T-Test*) terkait peningkatan motivasi belajar siswa dimana pada sebelum perlakuan mendapatkan skor sebesar 54,50 dan setelah perlakuan mendapatkan skor sebesar 71,50 dengan selisih sebesar 17,00. Berdasarkan hasil pengujian tersebut menunjukkan bahwa terdapat perbedaan yang signidikan sebelum dan sesudah diterapkannya model pembelajaran tersebut. Dengan demikian, model *Problem Based Learning* berbantuan game ular tangga berpengaruh dalam meningkatkan motivasi belajar siswa pada pembelajaran IPAS.

ABSTRACT

Dewi, Laura Puspita, 2025. The Use of Problem Based-Learning Model Assisted by Snake and Ladder Game to Improve Student's Motivation in Science and Social Studies Learning in Grade IV. Thesis. Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, Islamic University of Balitar. Advisor I : Ida Putriani, S.Pd., M.Pd., Advisor II : Desy Anindya Rosyida, M.Pd.

Keywords   :
Problem Based-Learning, Snake and Ladder Game, Learning Motivation, Science and Social Studies (IPAS).

This research aims to examine the effect of the Problem Based-Learning (PBL) model assisted by the educational snake and ladder game in improving students' learning motivation in Science and Social Studies (IPAS) subject for fifth grade at SDN Panggungduwet 03 Blitar. The study was motivated by the low level of students' learning motivation and the lack of implementation of innovative game-based learning models that actively engage students in the learning process. The research employed a descriptive quantitative approach with an experimental one-shot case study design. The subjects of this research were 14 fifth grade students selected through a saturated sampling technique. Data were collected using a learning motivation questionnaire, learning achievement test, and classroom observation. The results revealed that the implementation of the PBL model assisted by the snake and ladder game significantly improved students' learning motivation. This was indicated by the paired T-Test result, where students' motivation scores increased from 54.50 before the treatment to 71.50 after the treatment, with a difference of 17.00 points. These findings indicate a significant difference in students' motivation before and after the application of the learning model. Thus, the Problem Based-Learning model assisted by the snake and ladder game has a positive impact on improving students' learning motivation in Science and Social Studies (IPAS) learning.