

Sekar Dewi Rara Cahyati, 2025. Pengaruh Metode Permainan *Crossword Puzzle* Terhadap Hasil Belajar Siswa Pada Mata Pelajaran IPAS Kelas IV SDN Pabian IV Kabupaten Sumenep. Skripsi, Program Studi Pendidikan Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan. Universitas Trunojoyo Madura, Pembimbing: Humairah Fauziah, M.Pd.

ABSTRAK

Penelitian ini merupakan penelitian kuantitatif. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh yang signifikan pada metode permainan *Crossword Puzzle* terhadap hasil belajar IPAS siswa. Desain penelitian yang digunakan dalam penelitian ini yakni *Pre-Eksperimental* dengan bentuk *One-Group Pre-test-Posttest Design*. Sampel yang digunakan dalam penelitian ini menggunakan teknik sampling jenuh dengan jumlah sampel sebanyak 17 siswa. Pengumpulan data penelitian ini menggunakan observasi, dan tes. Hasil penelitian ini menunjukkan bahwa metode permainan *Crossword Puzzle* berpengaruh terhadap hasil belajar IPAS siswa kelas IV SDN Pabian IV Kabupaten Sumenep. Berdasarkan perhitungan uji hipotesis dengan uji paired sample T-test diperoleh $t_{hitung} > t_{Tabel}$ yaitu sebesar $2,828 > 1,745$ maka H_0 ditolak dan H_1 diterima. Pada hasil signifikansi 2(tailed) sebesar $(0,012 < 0,05)$ sehingga H_0 ditolak dan H_1 diterima, yang artinya ada pengaruh signifikan penggunaan metode permainan *Crossword Puzzle* terhadap hasil belajar IPAS siswa kelas IV SDN Pabian IV Kabupaten Sumenep.

Kata Kunci : Metode Pembelajaran, Permainan Crossword Puzzle, Hasil Belajar

Sekar Dewi Rara Cahyati, 2025. The Effect of Crossword Puzzle Game Method on Student Learning Outcomes in IPAS Class IV SDN Pabian IV Sumenep District. Thesis, Elementary School Education Study Program, Faculty of Teacher Training and Education. University of Trunojoyo Madura, Supervisor: Humairah Fauziah, M.Pd.

ABSTRACT

This research is a quantitative research. The purpose of this study was to determine the significant effect of the Crossword Puzzle game method on students' science learning outcomes. The research design used in this study was Pre-Experimental with the form of One-Group Pre-test-Posttest Design. The sample used in this study used a saturated sampling technique with a sample size of 17 students. Data collection for this study used observation, and test. The results of this study indicate that the Crossword Puzzle game method has an effect on the science learning outcomes of grade IV students Elementary school of Pabian IV, Sumenep Regency. Based on the calculation of the hypothesis test with the paired sample T-test, it was obtained that $t_{test} > t_{Table}$ was $2,828 > 1,745$, so H_0 was rejected and H_1 was accepted. The results of the 2 (tailed) significance are $(0.012 < 0.05)$ so H_0 is rejected and H_1 is accepted, which means that there is a significant effect of using the Crossword Puzzle game method on the science learning outcomes of grade IV students Elementary school of Pabian IV, Sumenep Regency

Keywords: *Learning Methods, Crossword Puzzle Game, Learning Outcomes*