

**THE INFLUENCE OF LEARNING MODELS
SOMATIC AUDITORY VISUAL INTELLECTUAL ASSISTED BY
MYSTERY CARD MEDIA TOWARDS THE KNOWLEDGE
COMPETENCY OF SCIENCE
CLASS IV STUDENTS OF LETDA MADE PUTRA GROUP
ACADEMIC YEAR 2023/2024**

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ABSTRACT

This research aims to determine the influence of the Somatic Auditory Visual Intellectual learning model assisted by mystery card media on fourth grade students at SD Gugus Letda Made Putra in the 2023/2024 academic year. This type of research is a quasi-experiment with a non-equivalent control group design. The research population was all 316 class IV students in the Letda Made Putra Cluster. The research sample was 59 people determined using cluster random sampling techniques, class IV B SDN 2 Dangin Puri as many as 29 people as the experimental group and class IV B SDN 18 Dangin Puri as many as 30 people as the control group. Science competency knowledge data was collected using a test method, the usual multiple choice objective type. Post-test data on science and technology knowledge competency were analyzed using the t-test with the pooled variance formula. The results of the hypothesis test show that $t_{\text{count}} = 5.278 > t_{\text{table}} = 1.672$ with a significance rate of 5% with $dk = 57$, so H_0 is rejected. The results of the analysis show that the somatic, auditory, visual, intellectual learning model assisted by mystery cards has a significant influence on the science and science knowledge competency of fourth grade students at Gugus Letda Made Putra Elementary School for the 2023/2024 academic year.

Keywords: Somatic Auditory Visual Intellectual, Mystery Card, Science Knowledge Competency

**PENGARUH MODEL PEMBELAJARAN
SOMATIC AUDITORY VISUAL INTELLECTUAL BERBANTUAN MEDIA
KARTU MISTERI TERHADAP KOMPETENSI PENGETAHUAN IPAS
SISWA KELAS IV GUGUS LETDA MADE PUTRA
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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Somatic Auditory Visual Intellectual* berbantuan media kartu misteri terhadap siswa kelas IV SD Gugus Letda Made Putra tahun ajaran 2023/2024. Jenis penelitian ini merupakan eksperimen semu dengan desain penelitian *non equivalent control group design*. Populasi penelitian adalah seluruh siswa kelas IV di Gugus Letda Made Putra sebanyak 316 orang. Sampel penelitian berjumlah 59 orang ditentukan menggunakan teknik *cluster random sampling*, kelas IV B SDN 2 Dangin Puri sebanyak 29 orang sebagai kelompok eksperimen dan kelas IV B SDN 18 Dangin Puri sebanyak 30 orang sebagai kelompok kontrol. Data kompetensi pengetahuan IPAS dikumpulkan dengan metode tes, jenis objektif pilihan ganda biasa. Data *post-test* kompetensi pengetahuan IPAS dianalisis menggunakan uji-t dengan rumus *polled varian*. Hasil uji hipotesis menunjukkan bahwa $t_{hitung} = 5,278 > t_{tabel} = 1,672$ dengan tarif signifikansi 5% dengan $dk = 57$, sehingga H_0 ditolak. Hasil analisis menunjukkan model pembelajaran *somatic, auditory, visual, intellectual* berbantuan kartu misteri memberikan pengaruh yang signifikan terhadap kompetensi pengetahuan IPAS siswa kelas IV SD Gugus Letda Made Putra Tahun Ajaran 2023/2024.

Kata kunci: *Somatic Auditory Visual Intellectual*, Kartu Misteri, Kompetensi Pengetahuan IPAS