

**PENGARUH MODEL *OUTDOOR LEARNING* BERBASIS PERMAINAN
TRADISIONAL BALI TERHADAP PENINGKATAN LITERASI
BUDAYA PADA MUATAN IPS KELAS 5 SD GUGUS VI
ABIANSEMAL TAHUN AJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model *outdoor learning* berbasis permainan tradisional Bali terhadap peningkatan literasi budaya kelas V SD Gugus VI Abiansemal tahun ajaran 2024/2025. Jenis penelitian yang digunakan adalah penelitian eksperimen semu (*quasi experiment*) dengan rancangan penelitian *Nonequivalent Post Test Only Control Group Design*. Populasi dalam penelitian ini adalah seluruh Kelas V di Gugus VI Abiansemal tahun ajaran 2024/2025 yang terdiri atas 9 kelas dengan jumlah siswa 151 orang. Teknik penentuan sampel dalam penelitian ini adalah teknik *cluster random sampling*, diperoleh kelas V SD No. 1 Mambal sebanyak 22 siswa sebagai kelompok eksperimen dan kelas V SD No. 4 Mekar Bhuana sebanyak 11 siswa sebagai kelompok kontrol. Data kompetensi literasi budaya diperoleh dengan memberikan butir tes pilihan ganda biasa dan dianalisis dengan uji-t *Polled Varians*. Hasil uji hipotesis menunjukkan bahwa hasil $t_{\text{hitung}} = 4,41 > t_{\text{tabel}} = 2,04$. Dengan taraf signifikansi 5% dan $dk = 31$. Hasil analisis menunjukkan bahwa terdapat perbedaan yang signifikan kompetensi literasi budaya kelompok siswa yang dibelajarkan dengan model *outdoor learning* berbasis permainan tradisional Bali dan kelompok siswa yang dibelajarkan dengan model pembelajaran konvensional. Dengan demikian, dapat disimpulkan bahwa model *outdoor learning* berbasis permainan tradisional Bali berpengaruh terhadap peningkatan kompetensi literasi budaya pada muatan IPS kelas V SD Gugus VI Abiansemal tahun ajaran 2024/2025.

Kata Kunci: Model *outdoor learning*, permainan tradisional Bali, Literasi Budaya.

**THE EFFECT OF OUTDOOR LEARNING MODEL BASED ON
TRADITIONAL BALINESE GAMES TOWARDS THE IMPROVEMENT OF
CULTURAL LITERACY IN SOCIAL STUDIES CONTENT OF GRADE 5 OF
ELEMENTARY SCHOOL GUGUS VI
ABIANSEMAL IN THE 2024/2025 ACADEMIC YEAR**

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ABSTRACT

This study aims to determine the effect of outdoor learning model based on traditional Balinese games on the improvement of cultural literacy of grade V of Elementary School Gugus VI Abiansemal in the 2024/2025 academic year. The type of research used is quasi-experimental research with a Nonequivalent Post Test Only Control Group Design research design. The population in this study were all Grade V in Gugus VI Abiansemal in the 2024/2025 academic year consisting of 9 classes with a total of 151 students. The sampling technique in this study was the cluster random sampling technique, obtained 22 students from grade V of SD No. 1 Mambal as the experimental group and 11 students from grade V of SD No. 4 Mekar Bhuana as the control group. Cultural literacy competency data were obtained by providing regular multiple-choice test items and analyzed using the Polled Variance t-test. The results of the hypothesis test showed that the $t\text{-count} = 4.41 > t\text{-table} = 2.04$. With a significance level of 5% and $dk = 31$. The results of the analysis showed that there was a significant difference in the cultural literacy competency of the group of students who were taught using the outdoor learning model based on traditional Balinese games and the group of students who were taught using the conventional learning model. Thus, it can be concluded that the outdoor learning model based on traditional Balinese games has an effect on increasing cultural literacy competency in the social studies content of grade V of SD Gugus VI Abiansemal in the 2024/2025 academic year.

Keywords: *Outdoor learning model, traditional Balinese games, Cultural Literacy.*