

**PENGARUH MODEL *PROJECT BASED LEARNING*
BERBANTUAN PERMAINAN TRADISIONAL BAKIAK
TERHADAP KETERAMPILAN SOSIAL SISWA KELAS V
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**Oleh
Anak Agung Sagung Paramita Ari Putri
NIM. 1611031227**

ABSTRAK

Masalah yang mendasari penelitian ini diantaranya : pengembangan keterampilan sosial anak masih belum optimal, model pembelajaran di kelas masih kurang bervariasi termasuk pada pemilihan media dan, interaksi siswa dengan siswa lainnya masih kurang sehingga pembelajaran masih bersifat monoton dan kurang menarik, sehingga tujuan penelitian ini untuk mengetahui implementasi model *project based learning* yang didalam pembelajarannya dibantu dengan permainan tradisional bakiak dapat memberikan pengaruh terhadap keterampilan sosial siswa kelas V SD. Penelitian menggunakan non equivalent control group design. Penentuan sampel menggunakan teknik random sampling. Populasi penelitian ini adalah semua siswa kelas V. Sampel yang diperoleh pada penelitian ini sejumlah 62 orang. Pengumpulan data menggunakan teknik observasi. Instrumen yang digunakan adalah lembar observasi. Hasil perhitungan rata-rata gain skor keterampilan sosial siswa yang diberikan perlakuan model *project based learning* yang didalam pembelajarannya dibantu dengan permainan tradisional bakiak 0.295 termasuk ke kategori sangat cukup, sedangkan siswa yang dibelajarkan model pembelajaran konvensional memiliki rata-rata gain skor keterampilan sosial sebesar -0,022, termasuk ke kategori kurang. Sehingga berdasarkan temuan tersebut, dapat disimpulkan bahwa model pembelajaran *project based learning* berbantuan permainan tradisional bakiak berpengaruh terhadap Keterampilan sosial siswa kelas V SD. Model ini bisa dijadikan sebagai pilihan oleh guru digunakan sebagai alternative untuk meningkatkan keterampilan sosial

Kata Kunci : *PjBL*, Permainan Bakiak, Keterampilan Sosial

ABSTRACT

The problems that underlie this research include: the development of children's social skills is still not optimal, learning models in the classroom are still less varied, including in the selection of media and, the interaction of students with other students is still lacking so that learning is still monotonous and less interesting, so the purpose of this study is to find out implementation of the project based learning model which in learning is assisted with traditional clogs can influence the social skills of fifth grade elementary school students. The study uses a non equivalent control group design. Determination of the sample using random sampling techniques. The population of this study was all students of class V. The samples obtained in this study were 62 people. Data collection uses observation techniques. The instrument used was the observation sheet. The results of the calculation of the average gain in social skills scores of students who were given the treatment of project based learning models in which learning was assisted with traditional game clogs included 0.295 included in the category of very sufficient, while students who were taught conventional learning models had an average score of social skills score of -0.022 , belongs to the less category. So based on these findings, it can be concluded that the project based learning model assisted by traditional game clogs influences the social skills of fifth

grade elementary school students. This model can be used as a choice by teachers to be used as an alternative to improving social skills

Keywords : PjBL, game clogs, social skills

