

**PENGARUH MODEL PEMBELAJARAN INKUIRI TERBIMBING  
BERBANTUAN PERMAINAN EDUKASI TERHADAP HASIL BELAJAR  
MATEMATIKA KELAS V DI GUGUS II KECAMATAN MENGWI**

Oleh

**I Gede Darma Susila, NIM 1611031102**

**Program Studi Pendidikan Guru Sekolah Dasar**

**Jurusan Pendidikan Dasar**

**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh yang signifikan model pembelajaran inkuiiri terbimbing berbantuan permainan edukasi terhadap hasil belajar kelas V SD Gugus II Kecamatan Mengwi. Jenis penelitian yang dipakai yakni eksperimen semu dengan desain nonequivalent control group design. Sampel penelitian ditentukan dengan teknik *cluster random sampling*. Sampel dalam penelitian ini yakni kelas V SDN 2 Tumbak Bayuh sebagai kelompok eksperimen serta kelas V SDN 1 Tumbak Bayuh sebagai kelompok kontrol. Metode pengumpulan data menggunakan tes pilihan ganda biasa yang sudah divalidasi untuk mengumpulkan data hasil belajar matematika. Di awal kedua kelompok sudah dinyatakan setara. Data yang terkumpul adalah data hasil belajar matematika dinormalisasikan menggunakan gain skor kemudian dianalisis menggunakan statistik inferensial uj-t. Nilai rerata gain skor hasil belajar matematika kelompok eksperimen adalah 0,580 lebih dari nilai rerata gain skor hasil belajar matematika kelompok kontrol yaitu 0,350. Berdasarkan hasil analisis data diperoleh  $t_{hitung} = 38,92742$  dan  $t_{tabel}$  pada taraf signifikansi 5% = 1,99547. Berdasarkan hasil analisis tersebut berarti  $t_{hitung} > t_{tabel}$ , maka terdapat perbedaan yang signifikan hasil belajar matematika kelompok yang dibelajarkan menggunakan model pembelajaran inkuiiri terbimbing berbantuan permainan edukasi dengan kelompok yang dibelajarkan menggunakan pembelajaran konvensional. Dengan demikian, bisa disimpulkan yakni model pembelajaran inkuiiri terbimbing berbantuan permainan edukasi berpengaruh terhadap hasil belajar matematika kelas V di Gugus II Kecamatan Mengwi.

**Kata kunci:** inkuiiri terbimbing, permainan edukasi, hasil belajar matematika

**INFLUENCE OF GUIDED INQUIRY LEARNING MODEL ASSISTED BY EDUCATION GAME TO MATHEMATICAL LEARNING OUTCOMES IN CLASS V AT GUGUS II KECAMATAN MENGWI**

**Oleh**

**I Gede Darma Susila, NIM 1611031102**

**Program Studi Pendidikan Guru Sekolah Dasar**

**Jurusan Pendidikan Dasar**

**ABSTRAK**

*This study was purpose to investigate the significant influence of guide inquiry learning model assisted by education games on the learning outcome in fifth grade at SD Gugus II sub-district Mengwi. This research was a quasi experimental design with nonequivalent control group design. The research sample was determined using cluster random sampling technique. The sample in this study was grade V SDN 2 Tumbak Bayuh as an experimental group and grade V SDN 1 Tumbak Bayuh as a control group. Data collection methods use regular multiple choice tests that have been validated to collect data on mathematics learning outcomes. At the beginning the two groups were declared equal. The data collected is mathematical learning outcome data normalized uses the gain score then analyzed using inferential statistics of the t-test. The results of the calculation of the data gain score normalized show the average value of the learning outcome of the experimental group is 0,580 more than the average of the learning outcome of the control group is 0,350. Based on the results of data analysis, obtained  $t_{count} = 38,92742$  and  $t_{table}$  at the significance level of 5% = 1,99547. This means that  $t_{count} > t_{table}$ , so that it was a significant difference on the mathematical learning outcome of the group of students who were learned use the guided inquiry learning model assisted by eduation games and the group of students who were taught use conventional learning. Thus, it can be concluded that the guided inquiry learning model which is assisted by eduation games gives an influence on the mathematical learning outcome of fifth grade at Gugus II sub-district Mengwi.*

**Keywords:** guided inquiry learning, education games, mathematical learning outcome