

**PENGARUH MODEL *PROJECT BASED LEARNING* BERBANTUAN  
PERMAINAN *GENDING RARE* TERHADAP KARAKTER  
BERKEBHINEKAAN GLOBAL SISWA KELAS IV SD GUGUS KAPTEN  
JAPA TAHUN AJARAN 2025/2026**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh model *Project Based Learning* berbantuan permainan *Gending Rare* terhadap karakter berkebhinekaan global siswa kelas IV SD Gugus Kapten Japa tahun ajaran 2025/2026. Karakter berkebhinekaan global merupakan salah satu dimensi Profil Pelajar Pancasila yang penting dikembangkan melalui pembelajaran kontekstual, bermakna, dan melibatkan siswa untuk berpartisipasi secara aktif, terutama dalam mengenal dan melestarikan budaya lokal. Namun, pada kenyataannya penguatan karakter tersebut di sekolah dasar masih belum optimal, sehingga diperlukan inovasi pembelajaran yang sesuai dengan karakteristik siswa. Penelitian ini merupakan penelitian eksperimen. Subjek penelitian ini adalah siswa kelas IV SD Gugus Kapten Japa tahun ajaran 2025/2026. Teknik pengumpulan data dalam penelitian ini adalah dengan menggunakan teknik non-tes dengan instrumen penelitian berupa lembar observasi karakter berkebhinekaan global. Teknik analisis data dalam penelitian ini adalah dengan uji-t *polled variance*. Berdasarkan hasil perhitungan dengan rumus uji-t *polled variance*, diperoleh harga  $t_{hitung}$  sebesar 8,996 lebih besar daripada harga  $t_{tabel}$  sebesar 2,0032. Hasil penelitian menunjukkan bahwa  $t_{hitung} = 8,996 > t_{tabel} = 2,0032$ , sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dapat disimpulkan bahwa terdapat pengaruh yang signifikan model *Project Based Learning* berbantuan permainan *Gending Rare* terhadap karakter berkebhinekaan global siswa kelas IV di sekolah dasar.

**Kata Kunci:** *Project Based Learning*, *Gending Rare*, karakter berkebhinekaan global, siswa sekolah dasar

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**ABSTRACT**

This study aims to determine the effect of the Project Based Learning model assisted by the Gending Rare game on the global diversity character of fourth-grade students of SD Gugus Kaptan Japa in the 2025/2026 academic year. Global diversity character is one of the dimensions of the Pancasila Student Profile that is important to be developed through contextual, meaningful learning that actively involves students, particularly in recognizing and preserving local culture. However, in practice, the strengthening of this character at the elementary school level has not been optimal; therefore, an appropriate learning innovation that suits students' characteristics is required. This study employed an experimental research design. The research subjects were fourth-grade students of SD Gugus Kaptan Japa in the 2025/2026 academic year. Data were collected using a non-test technique with an observation sheet as the research instrument to assess students' global diversity character. The data were analyzed using the pooled variance t-test. Based on the results of the pooled variance t-test calculation, the obtained t-value was 8.998, which was greater than the t-table value of 2.0032. The results indicated that  $t\text{-value} = 8.996 > t\text{-table} = 2.0032$ ; therefore,  $H_0$  was rejected and  $H_1$  was accepted. It can be concluded that the Project Based Learning model assisted by the Gending Rare game has a significant effect on the global diversity character of fourth-grade elementary school students.

**Keywords:** Project Based Learning, *Gending Rare*, global diversity character, elementary school students