

**PENGARUH MODEL *QUANTUM LEARNING* BERBANTUAN APLIKASI
KAHOOT TERHADAP HASIL BELAJAR MUATAN IPA SISWA KELAS
IV GUGUS IX DARMASABA**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui apakah terdapat pengaruh yang signifikan penerapan model *Quantum Learning* berbantuan aplikasi Kahoot terhadap hasil belajar IPA siswa kelas IV SD Gugus IX Darmasaba. Penelitian ini menggunakan metode deskriptif kuantitatif dengan desain penelitian eksperimen semu (*quasy experimental design*), teknik pengumpulan data berupa pemberian tes, observasi dan wawancara. Populasi dalam penelitian yang dilaksanakan adalah seluruh siswa kelas IV SD Gugus IX Darmasaba. Sampel pada penelitian ini terdiri dari 41 siswa dengan teknik *Cluster Random Sampling*. Dari hasil data tersebut, diperoleh persentase rata-rata hasil belajar kognitif siswa kelompok eksperimen sebesar 80,76% dan berada pada kategori tinggi sedangkan diperoleh persentase rata-rata hasil belajar kognitif siswa kelompok eksperimen sebesar 72,00% dan berada pada kategori sedang. Berdasarkan hasil analisis dengan uji-t *Independent Samples t-Test*, dapat diketahui bahwa perolehan hasil uji-t yaitu, t_{hitung} lebih besar dari t_{tabel} yaitu t_{hitung} 3,470 dan t_{tabel} sebesar 2,022 sehingga H_0 ditolak dan H_1 diterima. Hasil dari penelitian ini adalah terdapat pengaruh yang signifikan hasil belajar IPA kelompok siswa yang dibelajarkan dengan model *Quantum Learning* berbantuan aplikasi Kahoot dan kelompok siswa yang tidak dibelajarkan dengan model *Quantum Learning* berbantuan aplikasi Kahoot siswa kelas IV Gugus IX Darmasaba, model *Quantum Learning* berbantuan aplikasi Kahoot berpengaruh terhadap peningkatan hasil belajar IPA siswa kelas IV Gugus IX Darmasaba.

Kata Kunci: *Quantum Learning*, Kahoot, Hasil Belajar

***THE EFFECT OF THE QUANTUM LEARNING MODEL USED WITH THE
KAHOOT APPLICATION ON THE SCIENCE LEARNING OUTCOMES OF
GRADE IV STUDENTS AT GUGUS IX DARMASABA***

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ABSTRACT

This study aims to determine whether there is a significant effect of the application of the Quantum Learning model assisted by the Kahoot application on the science learning outcomes of fourth-grade students of SD Gugus IX Darmasaba. This study uses a quantitative descriptive method with a quasi-experimental research design, data collection techniques in the form of giving tests, observations and interviews. The population in the study conducted was all fourth-grade students of SD Gugus IX Darmasaba. The sample in this study consisted of 41 students with the Cluster Random Sampling technique. From the results of the data, the average percentage of cognitive learning outcomes of students in the experimental group was 80.76% and was in the high category while the average percentage of cognitive learning outcomes of students in the experimental group was 72.00% and was in the medium category. Based on the results of the analysis with the Independent Samples t-Test, it can be seen that the results of the t-test, namely, the calculated t is greater than the t-table, namely the calculated t is 3.470 and the t-table is 2.022 so that H₀ is rejected and H₁ is accepted. The results of this study are that there is a significant influence on the science learning outcomes of the group of students who are taught using the Quantum Learning model assisted by the Kahoot application and the group of students who are not taught using the Quantum Learning model assisted by the Kahoot application for grade IV students of Cluster IX Darmasaba, the Quantum Learning model assisted by the Kahoot application has an effect on improving the science learning outcomes of grade IV students of Cluster IX Darmasaba.

Keywords: Quantum Learning, Kahoot, Learning Outcomes