

PENGARUH MODEL *INQUIRY LEARNING* BERBANTUAN MEDIA PETA INTERAKTIF TERHADAP HASIL BELAJAR PENDIDIKAN PANCASILA KELAS VI GUGUS VIII KECAMATAN DENPASAR BARAT

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ABSTRAK

Penelitian eksperimen ini dilatarbelakangi oleh rendahnya hasil belajar Pendidikan Pancasila pada ranah kognitif siswa kelas VI Gugus VIII Kecamatan Denpasar Barat pada materi norma, hak, dan kewajiban. Berdasarkan hasil observasi, ditemukan bahwa dari 343 siswa hanya 143 (41,67) siswa yang mencapai nilai kategori baik (80-89) sementara 200 (58,33%) belum mencapai nilai kategori baik. Hal ini mencerminkan model dan media pembelajaran kurang bervariasi dan kreatif sehingga menimbulkan kurangnya partisipasi aktif dari siswa selama pembelajaran. Penelitian ini bertujuan untuk mengetahui pengaruh model *inquiry learning* berbantuan media peta interaktif terhadap hasil belajar Pendidikan Pancasila siswa kelas VI Gugus VIII Kecamatan Denpasar Barat tahun ajaran 2025/2026. Penelitian ini merupakan penelitian *quasi experiment* dengan desain *non-equivalent control group design*. Populasi penelitian adalah seluruh siswa kelas VI Gugus VIII Kecamatan Denpasar Barat sebanyak 343 siswa dari enam sekolah dasar. Sampel penelitian ditentukan menggunakan teknik *cluster random sampling*, sehingga diperoleh siswa kelas VI SD Negeri 17 Padangsambian sebanyak 26 orang sebagai kelompok eksperimen dan siswa kelas VI SD Negeri 3 Padangsambian sebanyak 24 orang sebagai kelompok kontrol. Metode pengumpulan data dilakukan menggunakan tes objektif pilihan ganda berupa *pre-test* dan *post-test* untuk mengukur hasil belajar ranah kognitif peserta didik. Data yang diperoleh dianalisis menggunakan analisis statistik deskriptif dan uji-t. Hasil analisis menunjukkan bahwa rata-rata skor *pre-test* kelompok eksperimen senilai 40 dan termasuk pada kategori rendah. Setelah diberikan perlakuan, rata-rata skor *post-test* kelompok eksperimen mengalami peningkatan menjadi 89,96 dan termasuk pada kategori tinggi. Hasil analisis uji-t, maka diperoleh $t_{hitung} = 82,51$ dan $t_{tabel} = 1,677$ pada taraf signifikansi 5% dengan $dk = 48$. Hal ini menunjukkan bahwa t_{hitung} lebih besar daripada t_{tabel} ($82,51 > 1,677$) sehingga H_a ditolak dan H_0 diterima. Dengan demikian, dapat disimpulkan bahwa model *inquiry learning* berbantuan media peta interaktif berpengaruh signifikan terhadap hasil belajar Pendidikan Pancasila siswa kelas VI Gugus VIII Kecamatan Denpasar Barat tahun ajaran 2025/2026.

Kata Kunci : Model *Inquiry Learning*, Media Peta Interaktif, Hasil Belajar, Pendidikan Pancasila, Sekolah Dasar

**THE EFFECT OF INQUIRY LEARNING MODEL ASSISTED BY INTERACTIVE MAP
MEDIA ON PANCASILA EDUCATION LEARNING OUTCOMES OF SIXTH GRADE
STUDENTS IN CLUSTER VIII, WEST DENPASAR DISTRICT**

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ABSTRACT

This experimental study was motivated by the low cognitive learning outcomes in Pancasila Education among sixth-grade students of Cluster VIII, West Denpasar District, particularly on the topic of norms, rights, and obligations. Based on the observation results, it was found that out of 343 students, only 143 students (41.67%) achieved scores in the good category (80–89), while 200 students (58.33%) had not yet reached the good category. This condition reflects that the learning models and instructional media used were less varied and creative, resulting in low student participation during the learning process. This study aimed to determine the effect of the inquiry learning model assisted by interactive map media on the Pancasila Education learning outcomes of sixth-grade students in Cluster VIII, West Denpasar District, in the 2025/2026 academic year. This study was a quasi-experimental research employing a non-equivalent control group design. The population consisted of all sixth-grade students in Cluster VIII, West Denpasar District, totaling 343 students from six elementary schools. The sample was determined using the cluster random sampling technique, resulting in 26 students from Grade VI of SD Negeri 17 Padangsambian as the experimental group and 24 students from Grade VI of SD Negeri 3 Padangsambian as the control group. Data collection was conducted using objective multiple-choice tests in the form of pre-tests and post-tests to measure students' cognitive learning outcomes. The obtained data were analyzed using descriptive statistical analysis and t-test analysis. The analysis results showed that the average pre-test score of the experimental group was 40, which was categorized as low. After receiving the treatment, the average post-test score of the experimental group increased to 89.96, which was categorized as high. The results of the t-test analysis showed that $t_{count} = 82.51$ and $t_{table} = 1.677$ at a significance level of 5% with $dk = 48$. This indicates that t_{count} was greater than t_{table} ($82.51 > 1.677$), therefore H_a was rejected and H_0 was accepted. This, it can be concluded that the inquiry learning model assisted by interactive map media had a significant effect on the Pancasila Education learning outcomes of sixth-grade students in Cluster VIII, West Denpasar District, in the 2025/2026 academic year.

Keywords: *Inquiry Learning Model, Interactive Map Media, Learning Outcomes, Pancasila Education, Elementary School*