

PENGARUH MODEL PEMBELAJARAN *MAKE A MATCH* BERBANTUAN MEDIA *FLASH CARD* TERHADAP HASIL BELAJAR IPAS SISWA KELAS IV DI GUGUS BUDI UTOMO KESIMAN DENPASAR TIMUR

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar IPAS siswa kelas IV akibat pembelajaran yang masih didominasi metode konvensional. Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Make a Match* berbantuan media *flash card* terhadap hasil belajar IPAS siswa kelas IV di Gugus Budi Utomo Kesiman Denpasar Timur. Penelitian ini merupakan kuasi eksperimen dengan rancangan *Non-Equivalent Pre-test Post-test Control Group Design*. Sampel ditentukan melalui *random sampling*, sehingga diperoleh siswa kelas IV SD Negeri 6 Kesiman sebagai kelompok eksperimen dan SD Negeri 8 Kesiman sebagai kelompok kontrol. Data dikumpulkan menggunakan tes objektif pilihan ganda yang telah memenuhi uji validitas dan reliabilitas, kemudian dianalisis menggunakan statistik deskriptif dan uji-*t* (*independent sample t-test*) dengan rumus *pooled varians*. Hasil penelitian menunjukkan rata-rata nilai *post-test* kelompok eksperimen sebesar 86,12, lebih tinggi dibandingkan kelompok kontrol sebesar 59,62, serta terdapat perbedaan yang signifikan antara kedua kelompok. Dengan demikian, model pembelajaran *Make a Match* berbantuan media *flash card* berpengaruh signifikan terhadap hasil belajar IPAS siswa kelas IV. Implikasi penelitian ini menunjukkan bahwa model pembelajaran tersebut dapat menjadi alternatif bagi guru untuk menciptakan pembelajaran IPAS yang lebih aktif dan meningkatkan hasil belajar siswa.

Kata kunci: *Make a Match, flash card, hasil belajar IPAS, sekolah dasar.*

THE EFFECT OF THE FLASHCARD-ASSISTED MAKE-A-MATCH LEARNING MODEL ON THE SCIENCE LEARNING OUTCOMES OF GRADE IV STUDENTS AT THE BUDI UTOMO GROUP, KESIMAN, EAST DENPASAR

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ABSTRACT

This study was motivated by the low science and social science (IPAS) learning outcomes of fourth-grade students due to the predominance of conventional teaching methods. The study aimed to determine the effect of the *Make a Match* learning model assisted by *flash card* media on the IPAS learning outcomes of fourth-grade students in the Budi Utomo Cluster, East Denpasar. This research employed a quasi-experimental method using a *Non-Equivalent Pre-test Post-test Control Group Design*. The sample was selected through random sampling, resulting in Grade IV students of SD Negeri 6 Kesiman as the experimental group and SD Negeri 8 Kesiman as the control group. Data were collected using a validated and reliable multiple-choice achievement test and analyzed using descriptive statistics and an independent samples *t*-test with the pooled variance formula. The results showed that the experimental group achieved a higher post-test mean score (86.12) than the control group (59.62), with a statistically significant difference between the two groups. Therefore, the *Make a Match* learning model assisted by *flash card* media had a significant positive effect on students' IPAS learning outcomes. The findings imply that this learning model can serve as an alternative instructional strategy for teachers to create more active learning environments and improve IPAS learning outcomes in elementary schools.

Keywords: *Make a Match, flashcards, social studies learning outcomes, elementary schools.*