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**KEFEKTIFAN MODEL PROBLEM SOLVING BERBANTUAN MEDIA
CROSSWORD PUZZLE TERHADAP PEMAHAMAN KONSEP SISWA PADA
PEMBELAJARAN MATERI GAYA KELAS IV
SD NEGERI BANDUNGAN 01**

ABSTRAK

Tujuan dari penelitian ini adalah untuk mengetahui keefektifan penggunaan model Problem Solving berbantuan media *Crossword Puzzle* terhadap pemahaman konsep siswa kelas IV SD Negeri Bandung 01. Metodologi yang digunakan adalah metode kuantitatif dengan menggunakan jenis penelitian nonequivalent control group design dengan *pre-test* dan *post-test*. Populasi dalam penelitian ini adalah seluruh siswa SD Negeri Bandung 01 dan siswa kelas IV A dan IV B sebagai sample. Teknik pengambilan data dengan menggunakan teknik purposive sampling. Metode tes dan non-tes termasuk observasi, dokumentasi dan angket dalam pengumpulan informasi. Uji independent sample T-test, uji regresi linier sederhana dan uji paired sample T-test digunakan untuk menganalisis data. Temuan penelitian ini menunjukkan bahwa (1) terdapat perbedaan yang signifikan antara kelas kontrol dan kelas eksperimen dalam pemahaman konsep siswa dengan hasil uji independent sample T-test pada taraf signifikansi $0,017 < 0,05$, (2) terdapat pengaruh model Problem Solving berbantuan media *Crossword Puzzle* terhadap pemahaman konsep siswa dengan uji regresi linier sederhana dengan taraf signifikansi $0,000 < 0,005$, dan (3) terdapat peningkatan pemahaman konsep siswa dengan menerapkan model Problem Solving berbantuan media *Crossword Puzzle* dengan hasil uji paired sample T-test dengan nilai signifikansi $0,000 < 0,05$. Mengetahui terdapat perbedaan yang signifikan dalam kualitas pembelajaran antara penggunaan model Problem Solving berbantuan media *Crossword Puzzle* dengan model Problem Solving terhadap pemahaman konsep siswa, mengetahui pengaruh model problem solving berbantuan media *Crossword Puzzle* memberikan kontribusi yang signifikan dalam meningkatkan pemahaman konsep siswa, terdapat perbedaan yang nyata antara hasil *pre-test* dan *post-test* kelas eksperimen menunjukkan mean 47,71 dan 77,80 dengan nilai rata-rata 62,75, dengan menggunakan model problem solving berbantuan media *Crossword Puzzle* terbukti meningkatkan pemahaman konsep siswa.

Kata Kunci: *Problem Solving, crossword puzzle, dan pemahaman konsep*

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**THE EFFECTIVENESS OF THE PROBLEM SOLVING MODEL ASSISTED WITH
CROSSWORD PUZZLE MEDIA ON STUDENTS' UNDERSTANDING OF
CONCEPTS IN LEARNING MATERIALS FOR CLASS IV BANDUNGAN STATE
PRIMARY SCHOOL 01**

ABSTRACT

The aim of this research is to determine the effectiveness of using the *Crossword Puzzle* media-assisted Problem Solving model on the conceptual understanding of fourth grade students at SD Negeri Bandungan 01. The methodology used is a quantitative method using nonequivalent control group design research with *pre-test* and *post-test*. The population in this study were all students at SD Negeri Bandungan 01 and students in class IV A and IV B as samples. The data collection technique uses purposive sampling technique. Test and non-test methods include observation, documentation and questionnaires in collecting information. The Independent Sample T-test, simple linear regression test and Paired Sample T-test were used to analyze the data. The findings of this research show that (1) there is a significant difference between the control class and the experimental class in students' understanding of concepts with the results of the Independent Sample T-test at a significance level of $0.017 < 0.05$, (2) there is an influence of the Problem Solving model assisted by *Crossword Puzzles* media on students' conceptual understanding with a simple linear regression test with a significance level of $0.000 < 0.005$, and (3) there is an increase in students' conceptual understanding with the application of the *Crossword Puzzle* media-assisted Problem Solving model with paired T-test test results with a significance value of $0.000 < 0.05$. Knowing that there is a significant difference in the quality of learning between the use of the Problem Solver model assisted by Crossword Puzzle media and the Problem Solver model on students' conceptual understanding, knowing the influence of the Problem Solver model assisted by *Crossword Puzzle* media provides a significant contribution in increasing students' conceptual understanding, there is The real difference between the *pre-test* and *post-test* results of the experimental class shows a mean of 47.71 and 77.80 with an average value of 62.75, using the Problem Solver model assisted by *Crosswod Puzzle* media is proven to increase students' understanding of concepts.

Keywords: *Problem Solving, crossword puzzles, and understanding conceptual*