

Universitas Ngudi Waluyo
Program Studi S1 Pendidikan Guru Sekolah Dasar,
Fakultas Komputer dan Pendidikan
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Intan Dwi Cahyani
134211009

**PENGARUH MODEL STAD (*STUDENT TEAMS ACHIEVEMENT DIVISION*)
BERBANTUAN ALAT PERAGA *SMART TREASURE* TERHADAP MINAT
BELAJAR SISWA SEKOLAH DASAR**

ABSTRAK

Penelitian ini dilatar belakangi oleh kurangnya inovasi dalam penerapan model dan alat peraga pembelajaran yang menyebabkan rendahnya minat belajar siswa pada proses pembelajaran di kelas IV SD Negeri Wonorejo 03. Tujuan dari penelitian ini adalah untuk mengetahui pengaruh model pembelajaran STAD berbantuan alat peraga *Smart Treasure* terhadap minat belajar siswa. Metode penelitian menggunakan pendekatan kuantitatif dengan jenis metode eksperimen yaitu *Quasi Experimental Design* dengan bentuk desain *Nonivalent Control Group*. Teknik pengumpulan data dengan teknik non tes meliputi angket *pretest* dan *posttest*, observasi, dokumentasi, dan wawancara. Teknik analisis data yang digunakan adalah Uji *Independent Sample T-Test* dan Regresi Linear Sederhana. Hasil penelitian menunjukkan bahwa: (1) Terdapat perbedaan minat belajar siswa dalam penggunaan model pembelajaran STAD (*Student Teams Achievement Division*) berbantuan Alat Peraga *Smart Treasure* antara kelas eksperimen dan kelas kontrol, dibuktikan dengan hasil uji *independent sample t-test* menunjukkan nilai signifikansi sebesar $0,003 < 0,05$. (2) Terdapat pengaruh dalam penggunaan model pembelajaran STAD berbantuan alat peraga *Smart Treasure* terhadap minat belajar siswa, dengan hasil uji regresi linier sederhana menunjukkan nilai signifikansi sebesar $0,000 < 0,05$. Berdasarkan hasil penelitian, dapat disimpulkan bahwa terdapat perbedaan yang signifikan antara kelas eksperimen dan kelas kontrol, yang dimana kelas eksperimen memiliki rata-rata 82,8 lebih besar daripada rata-rata kelas kontrol yaitu 75,3. Penggunaan model pembelajaran STAD berbantuan alat peraga *Smart Treasure* berpengaruh terhadap minat belajar siswa dibuktikan berdasarkan hasil nilai R Square 0,708 atau 70,8% selebihnya sebesar 29,2 % dipengaruhi oleh faktor lain.

Kata Kunci : STAD, *Smart Treasure*, Minat Belajar

Ngudi Waluyo University
PGSD S1 Study Program, Faculty of Computer and Education
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Intan Dwi Cahyani
134211009

**THE INFLUENCE OF THE STAD MODEL (STUDENT TEAMS
ACHIEVEMENT DIVISION) ASSISTED BY SMART TREASURE
LEARNING AIDS ON THE LEARNING INTEREST OF PRIMARY
SCHOOL STUDENTS.**

ABSTRACT

This research is motivated by the lack of innovation in the application of learning models and teaching aids, which leads to low student interest in the learning process in the fourth grade at Wonorejo 03 Public Elementary School. The aim of this research is to determine the effect of the STAD learning model assisted by the Smart Treasure teaching aid on student learning interest. The research method uses a quantitative approach with an experimental method, namely Quasi Experimental Design with a Non-equivalent Control Group design. Data collection techniques include non-test techniques such as pretest and posttest questionnaires, observation, documentation, and interviews. The data analysis techniques used are Independent Sample T-Test and Simple Linear Regression. The results of the research show that: (1) There are differences in students' learning interests in using the STAD (Student Teams Achievement Division) learning model assisted by Smart Treasure teaching aids between the experimental class and the control class, as evidenced by the independent sample t-test results showing a significance value of $0.003 < 0.05$. (2) There is an influence in the use of the STAD learning model assisted by the Smart Treasure teaching aids on students' learning interest, with the results of the simple linear regression test showing a significance value of $0.000 < 0.05$. Based on the research results, it can be concluded that there is a significant difference between the experimental class and the control class, where the experimental class has an average of 82.8, which is higher than the average of the control class at 75.3. The use of the STAD learning model assisted by Smart Treasure teaching aids affects students' learning interest, as evidenced by an R Square value of 0.708 or 70.8%, while the remaining 29.2% is influenced by other factors.

Keywords: *STAD, Smart Treasure, Interest in Learning.*