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PENERAPAN MODEL PEMBELAJARAN GAME BASED LEARNING BERBANTUAN MEDIA ECO GUARD ADVENTURE BOARD TERHADAP PENINGKATAN PEMAHAMAN KONSEP KELESTARIAN LINGKUNGAN SISWA KELAS III MI COKROAMINOTO

ABSTRAK

Penelitian ini bertujuan untuk menganalisis penerapan model pembelajaran *Game Based Learning* berbantuan media Eco Guard Adventure Board dalam meningkatkan pemahaman konsep kelestarian lingkungan siswa kelas III MI Cokroaminoto Karangcengis. Model pembelajaran *Game Based Learning* dirancang untuk menciptakan suasana belajar yang aktif, menyenangkan, dan bermakna melalui aktivitas bermain yang terstruktur. Media Eco Guard Adventure Board berfungsi sebagai sarana permainan edukatif yang memuat materi kelestarian lingkungan, meliputi pelestarian hutan, sungai, dan lingkungan buatan, sehingga mendorong siswa untuk terlibat secara langsung dalam proses pembelajaran. Penelitian ini menggunakan pendekatan kualitatif dengan tujuan memperoleh pemahaman mendalam mengenai proses pembelajaran dan peningkatan pemahaman konsep siswa. Teknik pengumpulan data dilakukan melalui observasi, wawancara, dokumentasi, serta tes pemahaman konsep. Hasil penelitian menunjukkan bahwa penerapan model pembelajaran *Game Based Learning* berbantuan media Eco Guard Adventure Board mampu meningkatkan pemahaman konsep kelestarian lingkungan siswa. Hal ini terlihat dari meningkatnya keaktifan siswa, kemampuan menjawab pertanyaan, serta pemahaman siswa terhadap cara menjaga lingkungan alam dan lingkungan buatan. Selain itu, penggunaan media permainan juga meningkatkan motivasi dan antusiasme siswa dalam mengikuti pembelajaran. Berdasarkan hasil penelitian tersebut, dapat disimpulkan bahwa penerapan model pembelajaran *Game Based Learning* berbantuan media Eco Guard Adventure Board memberikan dampak positif terhadap peningkatan pemahaman konsep kelestarian lingkungan siswa kelas III MI Cokroaminoto Karangcengis dan dapat dijadikan sebagai alternatif inovatif dalam pembelajaran IPS di sekolah dasar.

Kata Kunci: *Game Based Learning, Eco Guard Adventure Board, Kelestarian Lingkungan, Pemahaman Konsep*

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ABSTRACT

This study aims to analyze the implementation of the Game-Based Learning model assisted by the Eco Guard Adventure Board media in improving third-grade students' understanding of environmental conservation concepts at MI Cokroaminoto Karangcengis. The Game-Based Learning model was designed to create an active, enjoyable, and meaningful learning environment through structured play activities. The Eco Guard Adventure Board functions as an educational game medium containing environmental conservation materials, including forest preservation, river preservation, and man-made environment conservation, thereby encouraging students to actively engage in the learning process.

This research employed a qualitative approach to obtain an in-depth understanding of the learning process and the improvement of students' conceptual understanding. Data collection techniques included observation, interviews, documentation, and concept understanding tests.

The results of the study indicate that the implementation of the Game-Based Learning model assisted by the Eco Guard Adventure Board media effectively improved students' understanding of environmental conservation concepts. This improvement was reflected in increased student participation, enhanced ability to answer questions, and better understanding of ways to preserve natural and built environments. In addition, the use of game-based media increased students' motivation and enthusiasm during the learning process.

Based on these findings, it can be concluded that the implementation of the Game-Based Learning model assisted by the Eco Guard Adventure Board media has a positive impact on improving third-grade students' understanding of environmental conservation concepts at MI Cokroaminoto Karangcengis and can serve as an innovative alternative in elementary social studies learning.

Keywords: Game-Based Learning, Eco Guard Adventure Board, Environmental Conservation, Conceptual Understanding