

ABSTRAK

Arnum Purbiyanti. *Penggunaan Model Pembelajaran Learning By Games Dalam Pembelajaran Ips Materi Kegiatan Ekonomi Pada Siswa Kelas V Di SD Negeri 4 Sempu Tahun Pelajaran 2022/2023.* Skripsi. Pacitan: STKP PGRI Pacitan, 2023.

Penelitian ini bertujuan untuk (1) mendiskripsikan penggunaan model pembelajaran *learning by games* dalam pembelajaran IPS materi Kegiatan Ekonomi pada siswa kelas V di SD Negeri 4 Sempu Tahun Pelajaran 2022/2023; (2) mengetahui hasil penggunaan model pembelajaran *learning by games* dalam pembelajaran IPS materi Kegiatan Ekonomi pada siswa kelas V di SD Negeri 4 Sempu Tahun Pelajaran 2022/2023.

Penelitian ini merupakan penelitian kualitatif dengan pendekatan deskriptif kualitatif. Subjek dalam penelitian ini adalah guru dan siswa kelas V SD Negeri 4 Sempu. Objek dalam penelitian ini adalah penggunaan model pembelajaran *learning by games* dalam pembelajaran IPS materi Kegiatan Ekonomi pada siswa kelas V di SD Negeri 4 Sempu. Teknik pengumpulan data yang digunakan dalam penelitian ini berupa observasi, wawancara, dan dokumentasi.

Hasil dari penelitian ini yaitu penggunaan model pembelajaran *learning by games* dalam pembelajaran IPS materi Kegiatan Ekonomi pada siswa kelas V di SD Negeri 4 Sempu berjalan dengan baik. Proses pembelajaran menggunakan model pembelajaran *learning by games* diawali dengan penyampaian materi menggunakan *role playing* dan diakhiri dengan pemahaman siswa menggunakan Teka-teki Silang. Penggunaan model pembelajaran *learning by games* menjadikan suasana pembelajaran menjadi lebih hidup, adanya peningkatan motivasi belajar pada siswa, dan penggunaan model pembelajaran *learning by games* menciptakan suasana pembelajaran yang interaktif.

Kata Kunci: Pembelajaran IPS SD, Model Pembelajaran, *Learning by Games*

ABSTRACT

Arnum Purbiyanti. *The Use of Learning By Games Learning Model in Learning IPS Material on Economic Activities For Grade V Students at SD Negeri 4 Sempu In The 2022/2023 Academic Year. Thesis. Pacitan: STKP PGRI Pacitan, 2023.*

This study aims to (1) describe the use of learning by games learning model in learning social studies material on economic activities in grade V students at SD Negeri 4 Sempu in the 2022/2023 academic year; (2) determine the results of the use of learning by games learning model in learning social studies material on economic activities in grade V students at SD Negeri 4 Sempu in the 2022/2023 academic year.

This research was qualitative research with a qualitative descriptive approach. The subjects this study were teachers and fifth-grade students of SD Negeri 4 Sempu. The object of this research was the use of learning by games model in learning social studies material on economic activities in grade V students at SD Negeri 4 Sempu. Data collection techniques this research were observation, interview, and documentation.

The result of this research can be concluded that the use of learning by games model in learning social studies material of Economic Activities in grade V students at SD Negeri 4 Sempu was succeeded. The learning process by games model opened with the delivery of material using role playing and closing with student understanding using Crossword Puzzles. The use of learning by games learning model makes learning atmosphere actively. There was enthusiastic students in learning process. Besides, the use of learning by games learning model created an interactive learning atmosphere.

Keywords: *Learning Social Studies Elementary School, Learning Model, Learning by Games*