

ABSTRAK

Penelitian ini bertujuan untuk meningkatkan hasil belajar pada mata pelajaran pkn siswa kelas IV sd negeri 15 kota ternate, setelah pembelajaran menggunakan model *Problem Based Learning* (PBL) dan berbantuan media canva mengetahui besar peningkatan hasil belajar dalam mata Pelajaran PKn. Desain penelitian ini mengacu pada desain penelitian tindakan kelas yang meliputi perencanaan, pelaksanaan, pengamatan (observasi), refleksi yang terdiri dari siklus I dan siklus II. Setiap siklus dilakukan satu kali pertemuan. Metode pengumpulan data yang digunakan yaitu tes, observasi, wawancara dan dokumentasi.

Berdasarkan analisis dapat disimpulkan hasil penelitian ini menunjukkan terdapat peningkatan pada setiap siklus. Siklus I hasil belajar siswa yang tuntas dengan nilai di atas KKM sebanyak 6 siswa sedangkan siswa belum mencapai standar KKM sebanyak 12 siswa dengan nilai rata-rata yaitu 33,33%. Maka penggunaan model *Problem Based Learning* (PBL) berbantuan media canva untuk meningkatkan hasil belajar siswa kelas IV SD Negeri 15 Kota Ternate dinyatakan belum berhasil. Kemudian dilanjutkan pada siklus II hasil belajar siswa yang tuntas sebanyak 13 siswa dan yang belum tuntas sebanyak 5 siswa dengan nilai rata-rata 71,66% dan presentase peningkatan 72,22% dengan perbandingan presentase siklus I dan siklus II yaitu 38,89%. Maka penggunaan model *Problem Based Learning* (PBL) berbantuan media canva untuk meningkatkan hasil belajar siswa kelas IV SD Negeri 15 Kota Ternate dinyatakan berhasil.

Kata kunci: Hasil Belajar, *Problem Based Learning* (PBL), Media Canva

ABSTRACT

This study aims to improve learning outcomes in the subject of civics of grade IV students of Sd Negeri 15 Kota Ternate, after learning using the Problem Based Learning (PBL) model and assisted by Canva media to find out the extent of the increase in learning outcomes in the subject of Civics. The design of this study refers to the design of classroom action research which includes planning, implementation, observation, reflection consisting of cycle I and cycle II. Each cycle is carried out once.

The data collection methods used are tests, observations, interviews and documentation. Based on the analysis, it can be concluded that the results of this study show that there is an increase in each cycle. Cycle I, the learning outcomes of students who completed with a score above the KKM were 6 students, while students had not reached the KKM standard were 12 students with an average score of 33.33%. So the use of the Problem Based Learning (PBL) model assisted by Canva media to improve the learning outcomes of grade IV students of Sd Negeri 15 Kota Ternate was declared unsuccessful. Then continued in cycle II, the learning outcomes of students who completed were 13 students and those who had not completed were 5 students with an average score of 71.66% and an increase percentage of 72.22% with a comparison of the percentage of cycle I and cycle II, which was 38.89%. So the use of the Problem Based Learning (PBL) model assisted by Canva media to improve the learning outcomes of grade IV students of SD Negeri 15 Kota Ternate was declared successful.

Keywords : : Learning Outcomes, Problem Based Learning (PBL), Canva Media