

**PENGARUH MEDIA PERMAINAN ULAR TANGGA PINTAR  
TERHADAP MINAT BELAJAR SISWA KELAS IV PADA MATA  
PELAJARAN IPAS DI SEKOLAH DASAR**

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**ABSTRAK**

Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media permainan ular tangga pintar terhadap minat belajar siswa pada mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) di kelas IV SDN Sukaharja 1 Kecamatan Telukjambe Timur. Permasalahan dalam pembelajaran IPAS yang masih didominasi metode konvensional menyebabkan rendahnya minat belajar siswa, sehingga diperlukan media pembelajaran yang interaktif dan menyenangkan. Penelitian ini menggunakan pendekatan kuantitatif dengan metode pre-eksperimental dan desain *One-Group Pretest-Posttest Design*. Sampel penelitian berjumlah 22 siswa kelas IV yang dipilih melalui teknik *purposive sampling*. Instrumen yang digunakan berupa angket minat belajar berisi 20 pernyataan berdasarkan empat indikator, yaitu perasaan senang, perhatian, ketertarikan, dan keterlibatan. Teknik pengumpulan data meliputi angket, observasi, dan dokumentasi. Analisis data menggunakan uji normalitas, uji homogenitas, dan uji-t berpasangan (*paired sample t-test*) dengan bantuan SPSS versi 21. Hasil uji normalitas menunjukkan data berdistribusi normal (signifikansi  $0,872 > 0,05$ ), dan uji homogenitas menunjukkan data homogen (signifikansi  $0,587 > 0,05$ ). Hasil uji-t menunjukkan adanya perbedaan signifikan antara nilai *pretest* dan *posttest* ( $t_{hitung} = 10,256 > t_{tabel} = 2,080$ ; signifikansi  $0,000 < 0,05$ ), sehingga  $H_0$  ditolak dan  $H_a$  diterima. Kesimpulannya, media ular tangga pintar berpengaruh secara signifikan terhadap peningkatan minat belajar siswa. Media ini tidak hanya meningkatkan keterlibatan dan ketertarikan siswa, tetapi juga menciptakan suasana belajar yang menyenangkan dan kooperatif, serta layak dijadikan alternatif inovatif dalam pembelajaran IPAS di sekolah dasar.

**Kata kunci : Minat Belajar, Media Pembelajaran, Ular Tangga Pintar, IPAS.**

**THE EFFECT OF SMART SNAKES AND LADDER GAME MEDIA ON  
STUDENTS' LEARNING INTERESTS IN GRADE IV IN SCIENCE  
SUBJECTS IN ELEMENTARY SCHOOLS**

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**ABSTRACT**

This study aims to determine the effect of using the *Smart Snakes and Ladders* game media on students' learning interest in the Natural and Social Sciences (IPAS) subject for fourth-grade students at SDN Sukaharja 1, Telukjambe Timur District. The problem in IPAS learning, which is still dominated by conventional methods, leads to low student interest, thus requiring interactive and engaging learning media. This research employed a quantitative approach using a pre-experimental method with a one-group pretest-posttest design. The sample consisted of 22 fourth-grade students selected through purposive sampling. The research instrument was a learning interest questionnaire consisting of 20 statements based on four indicators: enjoyment, attention, interest, and engagement. Data collection techniques included questionnaires, observation, and documentation. Data analysis was conducted using normality tests, homogeneity tests, and paired sample t-tests with the assistance of SPSS version 21. The normality test showed the data were normally distributed (significance = 0.872 > 0.05), and the homogeneity test showed the data were homogeneous (significance = 0.587 > 0.05). The paired sample t-test revealed a significant difference between pretest and posttest scores ( $t\text{-count} = 10.256 > t\text{-table} = 2.080$ ; significance = 0.000 < 0.05), indicating that  $H_0$  is rejected and  $H_a$  is accepted. It can be concluded that the *Smart Snakes and Ladders* media has a significant effect on increasing students' learning interest. This media not only enhances students' engagement and interest but also creates a fun and cooperative learning environment, making it a suitable innovative alternative for IPAS learning at the elementary school level.

**Keywords : Learning Media, Smart Snakes and Ladders, Learning Interest, IPAS**