

**Penggunaan Media Audio Visual untuk Meningkatkan Minat Dan Prestasi Belajar IPS  
Siswa Kelas III SD N Sendangadi 2 Sleman Yogyakarta**

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2015

**ABSTRAK**

Latar belakang penelitian ini adalah rendahnya minat dan prestasi belajar IPS siswa kelas III SD N Sendangadi 2 Sleman Yogyakarta. Data awal rata-rata minat siswa sebesar 31 yang masuk pada kategori sangat rendah sedangkan prestasi belajar siswa melalui nilai rata-rata ulangan adalah sebesar 69 dan persentase siswa yang mencapai KKM adalah 33% atau sebanyak 7 siswa. Penelitian ini bertujuan untuk 1) mengetahui bagaimana penggunaan media audio visual dapat meningkatkan minat dan prestasi belajar IPS siswa kelas III SD N Sendangadi 2 Sleman Yogyakarta, 2) mengetahui apakah dengan menggunakan media audio visual dapat meningkatkan minat belajar IPS siswa kelas III SD N Sendangadi 2 Sleman Yogyakarta, 3) mengetahui apakah dengan menggunakan media audio visual dapat meningkatkan prestasi belajar siswa kelas III SD N Sendangadi 2 Sleman Yogyakarta.

Jenis penelitian ini adalah Penelitian Tindakan Kelas (PTK) yang mengacu pada model Kemmis dan McTaggart. Penelitian ini dilaksanakan dalam dua siklus dan setiap siklus terdiri dari dua pertemuan. Subjek dalam penelitian ini adalah seluruh siswa kelas III SD N Sendangadi 2 Sleman Yogyakarta yang berjumlah 21 siswa. Objek penelitian ini adalah minat dan prestasi belajar siswa pada mata pelajaran IPS. Teknik pengumpulan data pada penelitian ini menggunakan tes, kuesioner, dan pengamatan. Data yang diperoleh kemudian dianalisis secara deskriptif kualitatif dan kuantitatif.

Hasil penelitian ini menunjukkan bahwa pada akhir siklus II nilai rata-rata minat belajar siswa sebesar 81,1 dan masuk pada kategori sangat tinggi sedangkan prestasi belajar siswa melalui nilai rata-rata ulangan sebesar 81, untuk persentase siswa yang mencapai KKM adalah 76% atau sebanyak 16 siswa. Berdasarkan data di atas maka dapat disimpulkan bahwa minat dan prestasi belajar IPS siswa dapat meningkat dengan menggunakan media audio visual.

Kata kunci : Minat Belajar, Prestasi Belajar, Mata Pelajaran IPS, Media Pembelajaran Audio Visual.

**THE USE OF AUDIO-VISUAL MEDIA TO INCREASE  
THE 3RD GRADE STUDENT'S MOTIVATION AND LEARNING ACHIEVEMENTS  
IN SENDANGADI 2 PUBLIC PRIMARY SCHOOLS SLEMAN YOGYAKARTA**

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**ABSTRACT**

The background of this research are the lack of 3rd grade student's motivation and learning achievement in Social Science Subject in Sendangadi 2 Public Primary School Sleman Yogyakarta. The first student's motivation data was 31%, which was categorized in very low motivation; therefore, the student's achievement data, based on the average value of subject exercises, was 69 and the student's percentage who fulfill the *KKM* is 33% (7 students). There are three aims of this research. First, to see the increase of 3rd grade student's motivation and learning achievement of Social Science Subject in Sendangadi 2 Public Primary School Sleman Yogyakarta by using Audio-Visual Media. Second, to see whether by using Audio-Visual media can increase the 3rd grade student's learning motivation of Social Science Subject in Sendangadi 2 Public Primary School Sleman Yogyakarta. Third, to see whether by using Audio-Visual Media can increase the 3rd grade student's learning achievement of Social Science Subject in Sendangadi 2 Public Primary School Sleman Yogyakarta.

The type of this research is Classroom Action Research which refer to Kemmis and McTaggart Model. The research was done in two cycles; each cycle consist of two meetings. The subject of this research was the third grade students of Sendangadi 2 Public Primary School which consist of 21 students. The object of this research are student's learning motivation and learning achievement in Social Science Subject. The researcher using three kind of gathering data techniques; those are test, questionnaire, and observation. Then the data was analyzed in qualitative descriptive and quantitative.

The findings showed that in the last part of second cycle, the average value of student's motivation was 81,1 and it was categorized in very high category, therefore the student's learning achievement based on the daily exercise was 81, and the student percentage who

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fulfill the *KKM* were 76% (16 students). The use of Audio-Visual Media can increase student's motivation and learning achievement in Social Science Subject. Based on the findings data, it can conclude that the student's motivation and learning achievement in learning Social Science Subject are able to increase by using Audio-Visual Media.

*Key words: Learning Motivation, Learning Achievement, Social Science Subject, Audio-Visual Learning Media.*

