

ABSTRAK

Skripsi ini berjudul: **“EFEKTIVITAS METODE PERMAINAN DALAM PENDIDIKAN AGAMA KATOLIK DI SD KANISIUS NOTOYUDAN YOGYAKARTA”**.

Pemilihan judul ini bertitik tolak dari keingintahuan penulis akan efektivitas metode permainan dalam kegiatan belajar-mengajar dalam Pendidikan Agama Katolik.

Metode Permainan adalah suatu cara yang digunakan guru dalam melaksanakan kegiatan belajar-mengajar dengan menggunakan permainan yang diterapkan/dituangkan dalam pembelajaran dengan langkah-langkah dan aturan sebagai acuan. Tujuan Pendidikan Agama Katolik adalah perkembangan iman siswa-siswi. Dalam hal ini peserta didik dapat mencapai kompetensi dasar dan indikator dalam proses pembelajaran. Efektivitas adalah keadaan yang menunjukkan sejauh mana apa yang direncanakan dapat tercapai. Semakin banyak rencana yang dapat dicapai semakin efektif pada pembelajaran tersebut. Berdasarkan pemikiran tersebut dapat dirumuskan hipotesis penelitian yaitu, H0: Metode Permainan tidak efektif dan tidak mencapai tujuan Pendidikan Agama Katolik di SD Kanisius Notoyudan Yogyakarta. H1: Metode Permainan efektif dan mencapai tujuan Pendidikan Agama Katolik di SD Kanisius Notoyudan Yogyakarta.

Jenis penelitian ini adalah kuantitatif dengan metode pra-eksperimen. Populasi dari penelitian ini adalah siswa-siswi kelas I-VI di SD Kanisius Notoyudan Yogyakarta yang berjumlah 124 siswa. Sampel yang digunakan dalam penelitian ini ialah siswa-siswi kelas IV dan V di SD Kanisius Notoyudan Yogyakarta yang berjumlah 44 siswa. Peneliti memilih kelas IV dan V dengan alasan bahwa siswa-siswi kelas IV dan V dianggap lebih memahami metode yang akan digunakan oleh peneliti. Dari uji validitas instrumen diperoleh hasil keseluruhan instrumen valid. Dari uji reliabilitas instrumen hasil keseluruhan instrumen baik.

Hasil penelitian dari uji Mann-Whitney pra-eksperimen pertama diperoleh *Sig* sebesar 0,000 <0,05, artinya H0 ditolak dan H1 diterima. Dari uji t pra-eksperimen kedua diperoleh *Sig* sebesar 0,000 <0,05, artinya H0 ditolak dan H1 diterima. Dari uji t pra-eksperimen ketiga diperoleh *Sig* sebesar 0,000 <0,05, artinya H0 ditolak dan H1 diterima. Dari uji Mann-Whitney pra-eksperimen keempat diperoleh *Sig* sebesar 0,000 <0,05, artinya H0 ditolak dan H1 diterima. Secara keseluruhan dari hasil pengujian hipotesis menunjukkan bahwa H0 ditolak dan H1 diterima artinya Metode Permainan dalam Pendidikan Agama Katolik di SD Kanisius Notoyudan Yogyakarta efektif dan mencapai tujuan karena ada perbedaan yang signifikan antara *pre-test* dan *post-test*.

Kata-kata Kunci: Metode Permainan, Tujuan Pendidikan Agama Katolik, Efektivitas, Hasil Penelitian.

ABSTRACT

This thesis entitled: "EFFECTIVENESS OF GAME METHODS IN CATHOLIC RELIGIOUS EDUCATION IN SD KANISIUS NOTOYUDAN YOGYAKARTA".

The choice of this title starts from the author's curiosity about the effectiveness of game methods in teaching and learning activities in Catholic religious education.

The game method is a method used by the teacher in carrying out teaching and learning activities by using games that are applied/ outlined in learning with steps and rules as a reference. The aim of Catholic Religious Education is the development of students' faith. In this case the child can achieve basic competencies and indicators in the learning process. Effectiveness is a state that shows the extent to which what is planned can be achieved. The more plans that can be achieved, the more effective it is on the learning. Based on these thoughts, a research hypothesis can be formulated, namely, H0: Game methods are not effective and achieve goals in Catholic Religious Education at Kanisius Notoyudan Elementary School Yogyakarta. H1: Game methods are effective and achieve goals in Catholic Religious Education at SD Kanisius Notoyudan Yogyakarta.

This type of research is quantitative with pre-experimental methods. The population of this study were students of grades I-VI at SD Kanisius Notoyudan Yogyakarta, totaling 124 students. The sample used in this study were students of grade IV and V at SD Kanisius Notoyudan Yogyakarta, totaling 44 students. Researchers chose grades IV and V on the grounds that students in grades IV and V were considered to have better understanding of the method that was used by the researcher. From the instrument validity test, the overall results of the instrument are valid. From the instrument reliability test the overall results of the instrument were good.

The research results from the first pre-experimental Mann-Whitney test obtained a Sig of $0.000 < 0.05$, meaning that H0 is rejected and H1 is accepted. From the second pre-experimental t test, it was obtained that the Sig was $0.000 < 0.05$, meaning that H0 was rejected and H1 was accepted. From the third pre-experimental t test, it was obtained that the Sig was $0.000 < 0.05$, meaning that H0 was rejected and H1 was accepted. From the fourth pre-experimental Mann-Whitney test, it was obtained a Sig of $0.000 < 0.05$, meaning that H0 was rejected and H1 was accepted. Overall, the results of hypothesis testing show that H0 was is rejected and H1 is accepted, it means that the Game Method in Catholic Religious Education at Kanisius Notoyudan Elementary School Yogyakarta is effective and achieves the goal because there is a significant difference between the pre-test and post-test.

Keywords: *Game Methods, Catholic Religious Education Objectives, Effectiveness, Research Results.*