

ABSTRACT

**IMPROVING LEARNING ENJOYMENT AND LEARNING OUTCOMES
USING THE PBL MODEL ON FOOD CHAIN MATERIAL GRADE V
BOPKRI GONDOLAYU ELEMENTARY SCHOOL**

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This research was motivated by the results of interviews, observations, and questionnaires with fifth-grade students at Bopkri Gondolayu Elementary School. The average enjoyment of learning was low, and learning outcomes on the food chain topic did not meet the school's minimum educational qualification (KKTP) of 75.00. This study aimed to help fifth-grade students at Bopkri Gondolayu Elementary School improve their enjoyment of learning and learning outcomes by using the Problem-Based Learning model on the food chain topic.

This study was a Classroom Action Research (CAR). The subjects were 25 fifth- grade students at Bopkri Gondolayu Elementary School in the 2025/2026 academic year. Data collection techniques included observation, questionnaires, interviews, and tests. The data analysis techniques used in this study were quantitative and qualitative data analysis.

Based on the analysis, (1) efforts to improve student enjoyment of learning and learning outcomes were carried out through the application of Problem-Based Learning (PBL) through five syntaxes: (a) Orientation, (b) organizing learning, (c) guidance, (d) data presentation, and (e) analysis and evaluation of the problem-solving process. (2) Student learning engagement and learning outcomes increased based on the average learning engagement in the initial conditions of 46.17 (low), to 56.16 (sufficient) in cycle I and 75.13 (high) in cycle II. The average student learning outcomes in the initial conditions were 66.56, cycle I 73.20 and cycle II 81.60. (3) The use of the Problem Based Learning Model in this study proved to be quite effective. Judging from the n-gain score which was in the "moderate" category for learning enjoyment of 0.5663 with a percentage of 56.63% in the "quite effective" category, then the n-gain score with the "high" category was 0.7015 with a percentage of 70.15% in the "quite effective" category for learning outcomes.

Keywords: *Enjoyment of Learning, learning outcomes, Problem-Based Learning (PBL) Model*

ABSTRAK

PENINGKATAN RASA SENANG BELAJAR DAN HASIL BELAJAR MENGUNAKAN MODEL PBL MATERI RANTAI MAKANAN KELAS V SD BOPKRI GONDOLAYU

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Penelitian ini dilatarbelakangi oleh hasil wawancara, observasi, dan kuesioner kepada siswa kelas V SD Bopkri Gondolayu. Rata-rata rasa senang belajar dalam kategori rendah, hasil belajar materi rantai makanan belum memenuhi KKTP sekolah sebesar 75,00. Penelitian ini bertujuan untuk membantu siswa kelas V SD Bopkri Gondolayu meningkatkan rasa senang belajar dan hasil belajar menggunakan model *Problem Based Learning* pada materi rantai makanan.

Jenis Penelitian ini adalah Penelitian Tindakan Kelas (PTK). Subjek penelitian ini adalah siswa kelas V SD Bopkri Gondolayu tahun 2025/2026 dengan jumlah 25 siswa. Teknik pengumpulan data terdiri atas, observasi, kuesioner, wawancara, dan tes. Teknik analisis data yang digunakan dalam penelitian ini adalah analisis data kuantitatif dan kualitatif.

Berdasarkan hasil analisis penelitian adalah (1) upaya peningkatan rasa senang belajar dan hasil belajar siswa dilakukan melalui penerapan *Problem Based Learning* (PBL) melalui 5 sintaks yaitu: (a) Orientasi, (b) mengorganisasi untuk belajar, (c) membimbing, (d) penyajian data, (e) analisis dan evaluasi proses pemecahan masalah. (2) Rasa senang belajar dan hasil belajar siswa meningkat berdasarkan rata-rata rasa senang belajar kondisi awal 46,17 (rendah), menjadi 56,16 (cukup) pada siklus I dan 75,13 (tinggi) pada siklus II. Rata-rata hasil belajar siswa pada kondisi awal 66,56, siklus I 73,20 dan siklus II 81,60. (3) Penggunaan Model *Problem Based Learning* pada penelitian terbukti cukup efektif. Dilihat berdasarkan n-gain skor yang berada pada kategori “sedang” pada rasa senang belajar sebesar 0,5663 dengan persentase 56,63% kategori “cukup efektif” kemudian n-gain skor dengan kategori “tinggi” sebesar 0,7015 dengan persentase 70,15% kategori “cukup efektif” pada hasil belajar.

Kata Kunci: Rasa Senang Belajar, hasil belajar, Model *Problem Based Learning* (PBL)