

ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan implementasi metode *smart game* dan mengetahui peningkatan prestasi belajar siswa kelas V di SD N Jati Candirejo Gunungkidul.

Penelitian ini merupakan penelitian tindakan kelas (PTK) dengan variabel terikat prestasi belajar dan variabel bebas metode *smart game*. Subjek penelitian ini adalah siswa kelas V SDN Jati Candirejo Gunungkidul yang berjumlah 17 siswa. Objek penelitian berupa prestasi belajar siswa dan keaktifan siswa saat proses pembelajaran berlangsung. Teknik pengumpulan data menggunakan observasi, wawancara, dokumentasi, dan tes. Instrumen pengumpulan data yang digunakan dalam penelitian ini berupa soal evaluasi mata pelajaran PAI, lembar observasi, lembar wawancara yang berisi pertanyaan yang diajukan kepada narasumber. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan kualitatif.

Hasil penelitian menunjukkan bahwa metode *smart game* dapat meningkatkan prestasi belajar siswa dan keaktifan siswa pada mata pelajaran PAI. Peningkatan prestasi siswa dapat dilihat dari peningkatan hasil tes sebelum tindakan dan hasil tes setelah tindakan. Peningkatan prestasi siswa sebesar 12,95 dari nilai rata-rata kelas sebelum tindakan (pra siklus) 65,29 kategori cukup, menjadi 74,70 pada siklus I kategori baik dan pada siklus II sebesar 78,24 kategori baik. Selain itu, peningkatan keaktifan siswa ditunjukkan dengan peningkatan nilai keaktifan siswa sebesar 26,47%, dari nilai rata-rata keaktifan siswa sebelum tindakan (pra siklus) 47,06% kategori kurang aktif menjadi 55,88% pada siklus I kategori kurang aktif dan pada siklus II menjadi 73,53% kategori aktif.

Kata Kunci : *Metode Smart Game; Prestasi Belajar; PAI.*

ABSTRACT

The research aimed at describing the implementation of smart game method and finding out the increase of learning achievement of class V students in Jati Elementary School, Candirejo, Gunung Kidul.

The research was classroom action research (CAR) in nature with dependent variable of learning achievement and independent variable of smart game method. The subject of the research was class V students of Jati Elementary School, Candirejo, Gunung Kidul with 17 students. The objects of the research were student learning achievement and the student activeness when the learning process was in progress. The data collecting technique used observation, interview, documentation, and test. The instrument of the data collection used in the research was in the form of evaluation questions of Islam Education subject, observation sheet, interview sheet containing the question given to interviewees. The data analysis technique used descriptive quantitative and qualitative analysis technique.

The result of the research showed that the smart game method could increase the student learning achievement and the students activeness in Islam Education subject. The increase could be seen from the increase of the test result before the treatment and the test result after the treatment. The increase of the student learning was 12.95 from the class average score before the treatment (pre cycle) of 65.29 categorized as fair, became 74.70 in the cycle I categorized as good and in the cycle II was 78.24 categorized as good. Besides, the increase of the student activeness was shown by the increase of the student activeness score of 26.47%, from the average score of student activeness before the treatment (pre cycle) of 47.06% categorized as less active became 55.88% in the cycle I categorized as less active and in the cycle II became 73.53% categorized as active.

Keywords: *Smart Game Method; Learning Achievement; Islam Education*

