ABSTRAK

Hawapi, Hasan, 2026. *Pembelajaran Berbasis Game Kupas Bola dalam Peningkatan Motivasi Belajar Pada PAI Kelas 3 di SDN Grogol 2 Diwek Jombang.* Program Studi S-1 Pendidikan Agama Islam, Institut Agama Islam Al-Urwatul Wutsqo (IAI-UW) Jombang. Abd. Rozaq, S.Pd.I., M.Pd.

Kata Kunci: Pembelajaran Berbasis Game, Kupas Bola, Motivasi Belajar, PAI

Pembelajaran pendidikan agama islam (PAI) di sekolah dasar sering kali masih bersifat monoton sehingga menyebabkan siswa mudah merasa bosan dan kurang termotivasi dalam belajar. Oleh karena itu, diperlukan inovasi pembelajaran yang menarik dan menyenangkan agar siswa lebih aktif dan antusias. Salah satu upaya yang dapat dilakukan adalah melalui pembelajaran berbasis game, yaitu game kupas bola.Penelitian ini bertujuan untuk mengetahui perencanaan, pelaksanaan, dan evaluasi pembelajaran berbasis game kupas bola serta pengaruhnya terhadap peningkatan motivasi belajar siswa pada mata pelajaran PAI kelas 3 di SDN Grogol 2 Diwek Jombang. Penelitian ini menggunakan pendekatan kualitatif dengan metode deskriptif. Teknik pengumpulan data dilakukan melalui observasi, wawancara, dan dokumentasi. Subjek penelitian meliputi guru PAI dan siswa kelas 3 SDN Grogol 2 Diwek Jombang. Analisis data dilakukan dengan cara reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa perencanaan pembelajaran berbasis game kupas bola dilakukan dengan menyiapkan tujuan pembelajaran, materi PAI, aturan permainan, serta media yang disesuaikan dengan kondisi dan kemampuan siswa. Pelaksanaan pembelajaran dilakukan dengan mengajak siswa belajar sambil bermain melalui game kupas bola, di mana siswa menjawab pertanyaan secara bergantian. Selama pembelajaran berlangsung, siswa terlihat lebih aktif, antusias, dan berani mengemukakan pendapat. Evaluasi pembelajaran dilakukan melalui pengamatan keaktifan siswa dan pemahaman siswa terhadap materi. Hasil evaluasi menunjukkan bahwa pembelajaran berbasis game kupas bola dapat meningkatkan motivasi belajar siswa pada mata pelajaran PAI kelas 3 di SDN Grogol 2 Diwek Jombang.

ABSTRACT

Hawapi, Hasan, 2026. Game-Based Learning "Kupas Bola" to Improve Learning Motivation in 3rd-Grade Islamic Religious Education (PAI) Students at SDN Grogol 2 Diwek, Jombang. Undergraduate Program in Islamic Religious Education, Al-Urwatul Wutsqo Islamic Institute (IAI-UW) Jombang. Abd. Rozaq, S.Pd.I., M.Pd.

Keywords: Game-Based Learning, Kupas Bola, Learning Motivation, PAI

Islamic Religious Education (PAI) learning in elementary schools is often monotonous, causing students to easily become bored and unmotivated. Therefore, innovative, engaging and enjoyable learning is needed to increase student activity and enthusiasm. One such effort is through game-based learning, namely the "Kupas Bola" game. This study aims to determine the planning, implementation, and evaluation of game-based learning "Kupas Bola" and its impact on improving student learning motivation in 3rd-grade Islamic Religious Education (PAI) students at SDN Grogol 2 Diwek, Jombang. This study uses a qualitative approach with descriptive methods. Data collection techniques were carried out through observation, interviews, and documentation. The research subjects included Islamic Religious Education teachers and 3rd-grade students of SDN Grogol 2 Diwek Jombang. Data analysis was carried out through data reduction, data presentation, and drawing conclusions. The results of the study indicate that the planning of game-based learning is carried out by preparing learning objectives, Islamic Religious Education materials, game rules, and media adapted to the conditions and abilities of students. The implementation of learning is carried out by inviting students to learn while playing through the game of Islamic Religious Education, where students answer questions in turns. During the learning process, students appeared more active, enthusiastic, and brave in expressing their opinions. Learning evaluation was carried out through observing student activity and student understanding of the material. The evaluation results show that game-based learning can increase students' learning motivation in the 3rd-grade Islamic Religious Education subject at SDN Grogol 2 Diwek Jombang.