

PENGARUH APLIKASI QUIZIZZ MODEL *PAPER MODE* TERHADAP HASIL BELAJAR

PENDIDIKAN KEWARGANEGARAAN MATERI NILAI-NILAI PANCASILA SISWA

KELAS V SDN CILANGKAP 01 PAGI

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ABSTRAK

Pendidikan Kewarganegaraan berperan penting dalam membentuk karakter dan wawasan kebangsaan siswa, khususnya dalam memahami dan mengamalkan nilai-nilai Pancasila. Namun, hasil belajar di tingkat sekolah dasar sering kali masih rendah, salah satunya disebabkan metode pembelajaran yang kurang interaktif. Di SDN Cilangkap 01 Pagi, keterbatasan penggunaan perangkat digital karena kebijakan sekolah menjadi tantangan tersendiri. Untuk mengatasi hal tersebut, penelitian ini menerapkan aplikasi Quizizz model *paper mode* sebagai alternatif media pembelajaran yang tetap memanfaatkan konsep kuis interaktif namun berbasis cetak. Penelitian menggunakan metode kuantitatif dengan desain *pre-eksperimen tipe one group pretest–posttest*. Subjek penelitian adalah 30 siswa kelas V. Instrumen berupa tes pilihan ganda materi nilai-nilai Pancasila yang telah diuji validitas dan reliabilitasnya. Analisis data dilakukan melalui uji normalitas, homogenitas, dan paired sample t-test. Hasil penelitian menunjukkan peningkatan nilai rata-rata dari 68,67 pada pretest menjadi 83,17 pada posttest, dengan selisih 14,50 poin. Uji t menghasilkan signifikansi $0,000 < 0,05$, yang berarti terdapat pengaruh signifikan penggunaan Quizizz *paper mode* terhadap hasil belajar. Temuan ini membuktikan bahwa Quizizz *paper mode* efektif meningkatkan keterlibatan siswa dan dapat menjadi strategi pembelajaran alternatif yang menyenangkan dan kontekstual.

Kata kunci: Quizizz, *paper mode*, hasil belajar, Pendidikan Kewarganegaraan, Pancasila.

**THE EFFECT OF THE QUIZZZ APPLICATION WITH PAPER MODE ON THE
LEARNING OUTCOMES OF CITIZENSHIP EDUCATION ON PANCASILA VALUES
MATERIAL OF GRADE V STUDENTS OF SDN CILANGKAP 01 PAGI**

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ABSTRACT

Civic Education plays an important role in shaping students' character and national insight, particularly in understanding and practicing the values of Pancasila. However, learning outcomes at the elementary school level are often low, partly due to less interactive teaching methods. At SDN Cilangkap 01 Pagi, restrictions on the use of digital devices due to school policy present additional challenges. To address this, the study applied the Quizizz application in paper mode as an alternative learning medium that retains the concept of interactive quizzes but is delivered in printed form. This research employed a quantitative method with a pre-experimental design using a one group pretest–posttest model. The participants were 30 fifth-grade students. The instrument used was a multiple-choice test on the values of Pancasila, which had been tested for validity and reliability. Data analysis was conducted through normality, homogeneity, and paired sample t-test procedures. The findings show an increase in the average score from 68.67 in the pretest to 83.17 in the posttest, with a difference of 14.50 points. The t-test resulted in a significance value of $0.000 < 0.05$, indicating a significant effect of using Quizizz paper mode on learning outcomes. These results demonstrate that Quizizz paper mode effectively enhances student engagement and can serve as an enjoyable and contextual alternative teaching strategy.

Keywords: Quizizz, paper mode, learning outcomes, Civic Education, Pancasila.