

THE EFFECT OF AUDIO VISUAL MEDIA ON THE LEARNING OUTCOMES OF PANCASILA EDUCATION OF GRADE IV

Elisabeth Simarmata¹, Theresia Monika², Bernard Simanjuntak³

^a Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas HKBP Nommensen, Pematangsiantar, Indonesia

^b Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas HKBP Nommensen, Pematangsiantar, Indonesia

^c Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas HKBP Nommensen, Pematangsiantar, Indonesia

Corresponden E-Mail; simarmataelisabeth80@gmail.com

INFO ARTIKEL

Sejarah Artikel: (Diisi Editor)
Diterima: 05 September 2025
Direvisi: 10 September 2025
Disetujui: 18 September 2025
Tersedia Daring: 30 October 2025

Kata Kunci:

Pengaruh, media Audio Visual, hasil belajar

ABSTRAK

Media pembelajaran merupakan komponen penting dalam proses pembelajaran yang memainkan peran krusial dalam proses mengajar dan belajar. Penggunaan media harus menjadi fokus utama bagi guru/fasilitator dalam setiap kegiatan pembelajaran. Penelitian ini bertujuan untuk menentukan apakah media pembelajaran audio-visual mempengaruhi hasil belajar siswa kelas IV dalam Pendidikan Pancasila di Sekolah Dasar Negeri 091254 Batu Onom. Penelitian ini bersifat kuantitatif. Sampel yang digunakan dalam penelitian ini adalah populasi 24 siswa kelas IV. Teknik pengumpulan data meliputi *pretest* (sebelum perlakuan) dan *posttest* (setelah perlakuan), serta dokumentasi. Teknik analisis data menggunakan uji N-Gain dan uji hipotesis. Para peneliti kemudian melakukan uji N-Gain, dengan skor rata-rata N-Gain sebesar 0,63, di mana $0,3 \leq g \leq 0,7$ menunjukkan bahwa hasil belajar dikategorikan sebagai cukup efektif. Para peneliti kemudian melakukan uji hipotesis, yang menghasilkan nilai *tcount* sebesar 20,528 dan nilai *ttable* sebesar 1,714 pada tingkat signifikansi 5%. Karena *tcount* > *ttable*, *H0* ditolak dan *Ha* diterima, menunjukkan adanya pengaruh yang signifikan dari penggunaan Media Audio-Visual terhadap hasil belajar siswa kelas IV di SD Negeri 091254 Batu Onom.

ABSTRACT

Keywords:

Effect, Audio-Visual Media, Learning Outcomes

*Learning media is a component of learning that plays a crucial role in the teaching and learning process. The use of media should be a key focus for teachers/facilitators in every learning activity. This study aims to determine whether audio-visual learning media influences the learning outcomes of fourth-grade students in Pancasila Education at State Elementary School 091254 Batu Onom. This research is quantitative. The sample used in this study was a population of 24 fourth-grade students. Data collection techniques included a pretest (before treatment) and a posttest (after treatment), as well as documentation. Data analysis techniques used the N-Gain test and hypothesis testing. The researchers then conducted an N-Gain test, with an average N-Gain score of 0.63, where $0.3 \leq g \leq 0.7$ indicates that the learning outcomes were categorized as quite effective. The researchers then conducted a hypothesis test, which yielded a calculated *tcount* of 20.528 and a *ttable* value of 1.714 at a 5% significance level. Because *tcount* > *ttable*, *H0* was rejected and *Ha* was accepted, indicating a significant influence of the use of Audio-Visual Media on the learning outcomes of fourth-grade students in SD Negeri 091254 Batu Onom.*



1. Introduction

Education plays a crucial role in developing superior, innovative, and competitive human resources. Through quality education, a country can create a generation capable of facing global challenges and contributing to development in various sectors. Education plays a crucial role in life, as it can bring about change towards a better future (Nadia et al., 2022). Without quality education, a country will experience setbacks in various fields, including economic, social, and technological ones. Therefore, it is imperative for the Indonesian government to be more concerned and committed to developing the education sector to create a developed and highly competitive nation.

Law Number 20 of 2003 defines education as a conscious and planned effort to create a learning atmosphere and learning process so that students can actively develop their potential so that they have spiritual strength, self-control, personality, intelligence, and skills needed to be useful for society, nation and state. According to Hidayat and Abdillah (Rizqy et al., 2025) education is a conscious and planned effort from teachers to students to achieve goals so that students are able to carry out their life tasks independently to develop their physical and spiritual potential of maturity. According to Aritonang (Rajagukguk et al., 2023) education is a process of interaction between teachers and students to achieve educational goals, which takes place in a certain environment. Learning can be carried out in accordance with the existing curriculum guidelines in Indonesia. Good learning can usually be seen from the classroom atmosphere and the interaction between teachers and students.

Learning media is a component of learning that plays a crucial role in the teaching and learning process. The use of media should be a key focus for teachers/facilitators in every learning activity. Therefore, teachers and facilitators need to learn how to apply learning media to effectively achieve learning objectives in the teaching and learning process. In reality, media is often overlooked for various reasons, including limited time for teaching preparation, difficulty finding appropriate media, lack of funding, and others.

Minister of Education, Culture, Research, and Technology Regulation Number 8 of 2024 Pancasila Education in Elementary Schools (SD) is a compulsory subject that aims to instill Pancasila values in students so that they become good and responsible citizens. According to Pratiwi (Anwar, 2018) Pancasila Education is an educational program that contains the nation's noble values that aims to shape positive human attitudes in accordance with the values contained in Pancasila. Pancasila Education aims to educate good citizens and intelligent citizens. In carrying out its socio-academic mission, Pancasila Education plays a role in developing student competencies, especially in developing critical, analytical, reflective, and problem-solving thinking skills. Pancasila Education is one of the subjects that can improve the quality and potential of the nation's next generation. However, in reality, there are still several problems that occur in schools, especially in the Pancasila Education subject.

With the development of education, the learning process uniquely involves teacher competence as pedagogical competence in the form of the ability to condition learning

through media. Technological media as an alternative learning tool, including various learning aids, is urgently needed to create a system for achieving learning objectives. Engaging learning facilitates student attention, deepens understanding of the material, and makes students and teachers key strategic components in creating the learning experience. Learning success is greatly influenced by several factors, including students, educators, learning materials, techniques, and tools used in the learning process (Darmayanti et al., 2024) . Among the above factors, these factors have a function to support the achievement of learning outcomes. Therefore, teachers are required to be creative in using and developing learning media (Yunarti et al., 2021) .

Based on observations on June 11, 2025, in the third grade of SD Negeri 091254 Batu Onom, a primary education institution committed to improving the quality of learning and student learning outcomes, including in Pancasila Education, initial observations revealed that there were still obstacles in achieving uneven student learning outcomes. One of the problems that emerged was a lack of student interest in the material presented. (Suprianto, 2020) . Many students find Pancasila Education material abstract, rigid, or difficult to understand because it contains concepts of values and morals that are not always easily connected to their concrete experiences. As a result, students are less active and not fully engaged in the learning process. The teaching and learning process in fourth grade relies solely on textbooks and the blackboard, resulting in some students feeling bored, thus preventing the learning objectives from being achieved.

One of the learning media considered as a solution to learning problems in grade IV of SD Negeri 091254 Batu Onom in the Pancasila Education subject is audio-visual learning . According to Manshur and Ramdlani (Wahyu, 2023) , audio-visual media as a tool used to facilitate teachers in delivering a material aims to facilitate the delivery of the material. Similarly, Karlina's opinion (Tamara, 2019) states that audio-visual media is a combination of audio and visual so that the sound can be seen and heard (Janah & Timiyatun, 2020) .

Teachers play a crucial role in enhancing creativity in classroom learning by implementing audiovisual learning media. Audiovisual media, as a tool used by teachers to facilitate the learning process and deliver material, aims to improve student learning outcomes in the Pancasila Education subject in grade IV. Students prefer materials with media that capture their attention; one such medium is audiovisual media. (Fatihah et al., 2023) . This media is considered better and more engaging because it contains both sound and visual elements. By using this media, the message can be conveyed well so that learning objectives are achieved (Simarmata, Grace VE, Sinaga, Christa V., & Thesalonika, 2022) . Teachers must still choose to present material through audio-visual media to avoid monotony and feel boring for students. This means that the benefits obtained by students will increase when they learn using audio-visual media. Audio-visual media also aims to overcome students' slow understanding and audio-visual media provides real-life experiences for students.

Based on the description above, the author is interested in conducting research on "The Influence of Audio Visual Media on the Learning Outcomes of Pancasila Education of Grade IV Students of SD Negeri 091254 Batu Onom"

2. Method

The type of research used in this study is quantitative research using experimental research. The reason researchers used quantitative research is because the research method focuses on collecting and analyzing numerical and statistical-based data to measure student learning outcomes in Pancasila Education subjects using quantitative

research. Quantitative research can provide objective and systematic data measurements of the variables studied. According to Sugiyono (Serungke et al., 2023), quantitative research is a research method based on the philosophy of positivism, used to research specific populations and samples, data collection using research instruments, and quantitative/statistical data analysis, with the aim of testing predetermined hypotheses.

The research design used in this study is the Pre-Experimental One Group Pretest-Posttest Design. The reason researchers chose this design because it provides an initial picture of the causal relationship between the independent and dependent variables to be studied (Yatunia et al., 2018) . This design provides ease of implementation, because it involves one class as an experimental class and is carried out without a comparison group with the aim of gaining an understanding of the influence of Audio Visual Media on the Learning Outcomes of Pancasila Education of Grade IV Students at SD Negeri 091254 Batu Onom.

One Group Pretest-Posttest research is a research design that compares the conditions before and after treatment. The research design used by researchers involved administering an initial test (pretest) before using audiovisual learning media, while a final test (posttest) was administered after using audiovisual learning media (Rubiyatno & Suryadi, 2022) .

This research was conducted at SD Negeri 091254 Batu Onom located at Jalan Asahan Km. 6, Siantar District, Simalungun Regency. This research was conducted in grade IV. This school is led by Mrs. Esni Mangdalena Saragih, S.Pd as the principal, the total number of teachers at SD Negeri 091254 Batu Onom is 10 teachers, then the total number of students is 139 students. The researcher chose this school because this school experiences various significant challenges in the field of education, such as the lack of use of interactive learning media which results in low student learning outcomes, especially in Pancasila Education lessons.

This research will be conducted in class IV of SD Negeri 091254 Batu Onom in the odd semester of the 2025/2026 academic year.

According to Sugiyono (2023), a population is a generalization area consisting of objects/subjects that have certain qualities and characteristics determined by the researcher to be studied and then conclusions drawn. The population in this study was all fourth-grade students of SD Negeri 091254 Batu Onom, totaling 24 students in the 2025/2026 academic year.

According to Sugiyono (Setiawati et al., 2022) , a sample is a portion of the number and characteristics of a population. The type of sample used in this study is total sampling, where the entire population is selected as a sample. Sampling in this study was carried out using non-probability sampling, where the selected sample is a saturated sample. Saturated samples are used when the population is relatively small, less than 100. Therefore, in this study, the sample consisted of all 24 fourth-grade students of SD Negeri 091254 Batu Onom, where the number of male students is 11 and the number of female students is 13. This is in line with the opinion of Sugiyono (Sidun et al., 2019) who stated that a saturated sample is a sample whose number, if increased, will not increase representation and therefore will not affect the value of the information that has been obtained

3. Result and Discussion

This research was conducted at SD Negeri 091254 Batu Onom located at Jl. Asahan, Pantoan Maju, Siantar District, Simalungun Regency. This research is a Pre-experimental design research with one group pretest posttest design research type. This research was

conducted on August 20-27, 2025, this research was shown to 24 fourth grade students of SD Negeri 091254 Batu Onom with the subject of Pancasila Education in Chapter 1. The questions given have been tested for validity at the UPTD SD Negeri 124398 Pematangsiantar school with a total of 24 students. After the validation of the questions, the research was continued with the implementation of class IV of SD Negeri 091254 Batu Onom. Where students were given a pretest and posttest. The pretest was given before the treatment, the aim was to find out the initial condition of the students before being given the treatment. The posttest is given after the lesson material is delivered using learning media, namely Audio Visual media, the aim is to find out the final condition of students after being given treatment (Winarto et al., 2020).

Validity is a measure that shows several levels of validity of an instrument. In testing the validity of the questions that have been worked on by respondents, researchers use the SPSS 27 application. After the researcher corrects the questions that have been worked on by students, then the researcher uses data input in SPSS 27. Questions that are said to be valid are if the $r_{count} > r_{table}$ with a significance level of 5% or 0.05 and vice versa if $r_{count} < r_{table}$ then the question item is said to be invalid (Widyalaksono et al., 2020). In determining r_{count} can be seen from the r product moment table with $N = 24$ then obtained = 0.404. There are 40 test questions for the instrument to analyze its validity.

Data Analysis Techniques

N-Gain Test

N-Gain data test was conducted to determine the magnitude of the influence before and after the application of Audio Visual learning media by analyzing the test results before treatment (*pretest*). and after treatment (*posttest*). The following are the results of the *N-Gain Test* in the study at SD Negeri 091254 Batu Onom, based on Table 4.8 as follows:

Table 1. N-Gain Test

Descriptive Statistics					
	N	Minimum	Maximum	Mean	Std. Deviation
Ngain_Score	24	0,38	1,00	0,6306	0,14320
Ngain_Persen	24	38,46	100,00	63,06	14,31972
Valid N (listwise)	24				

Based on the table above, it can be concluded that the effectiveness level of 63.06 is categorized as quite effective. Therefore, the learning outcomes of Pancasila Education in grade IV students at SD Negeri 091254 Batu Onom improved with the use of Audio Visual media.

Hypothesis Test (T-Test)

The t-test was conducted to determine whether there was an influence of the use of Audio Visual learning media on the learning outcomes of Pancasila Education in learning the application of the Pancasila principles in everyday life in class IV of SD Negeri 091254 Batu Onom in the 2025/2026 academic year. The t-test used by researchers in this study was: *Paired Sample Test* using SPSS 27. The hypothesis in this study was (Saragih et al., 2023):

H_0 : There is no significant influence of the use of Audio Visual learning media on the learning outcomes of Pancasila Education of fourth grade students at SD Negeri 091254 Batu Onom.

H_a : There is a significant influence of the use of Audio Visual learning media on the learning outcomes of Pancasila Education of fourth grade students of SD Negeri 091254 Batu Onom.

With the criteria: 1. If $t_{count} < t_{table}$ then H_0 is rejected, with a significance level of 0.05. 2. If $t_{count} > t_{table}$ then H_a is accepted with a significance level < 0.05 . The following are the results of the Hypothesis Test in the study at SD Negeri 091254 Batu Onom, based on Table 4.9, namely:

Table 2. Hypothesis Testing

		Paired Samples Test							
		Paired Differences							
		Mean	Std. Deviation	Std. Error	95% Confidence				Sig. (2-tailed)
				Mean	Lower	Upper	t	df	
Pair 1	Posttest - Pretest	19,04167	4,54427	0,92759	17,12279	20,96054	20,528	23	0,000

Based on table 4.9 above, it is obtained $t_{count} = 20.528$ with a significant level (2-tailed) of 0.000 significant probability < 0.05 , $t_{count} > t_{table} = 20.528 > 1.714$ then H_0 is rejected and H_a is accepted. This explanation shows that there is an influence of Audio Visual learning media on the learning outcomes of Pancasila Education Chapter 1 with the topic "Pancasila Values in Life" of fourth grade students of SD Negeri 091254 Batu Onom.

Discussion of Research Results

This section will describe the results found in the study. The intended results are conclusions drawn based on the collected data and data analysis that has been done. This research was conducted at SD Negeri 091254 Batu Onom, in Pancasila Education learning on the material of Pancasila Values in Life in grade IV. This study aims to determine whether there is an effect of the use of Audio Visual learning media on Pancasila Education learning outcomes. This research was conducted from August 23 to 27, 2025. The population in this study were all grade IV students of SD Negeri 091254 Batu Onom with a total of 24 students in this study. The sampling technique used saturated sampling, namely the entire population was sampled. (Sianturi & Saragih, 2024) .

This study used a *pre-experimental approach* with a *One Group Pretest-Posttest Design* . Prior to treatment, instrument testing was conducted to ensure validity, reliability, difficulty level, and discriminatory power of the questions. The research instrument consisted of 30 multiple-choice questions. The test was administered twice: a *pretest* before treatment and a *posttest* after treatment (Nomleni & Manu, 2018) .

Based on the pretest results, the average value of student learning outcomes was 61 with the *pretest value category* still below the KKTP, namely ≤ 70 . Looking at the existing percentage results, it can be said that the level of student learning outcomes before using Audio Visual Media was relatively low. Furthermore, the average value of the *posttest results* was 80 with the *posttest value category* above the KKTP, namely ≥ 70 .

Based on the results of the inferential statistical analysis using the t-test formula, it can be seen that the value of 20.528 (Jusmiana et al., 2020) . With a frequency (dk) of $24-1 = 23$ at a significance level of 5%, 1.714 was obtained. Therefore, $t_{\text{count}} \geq t_{\text{table}}$ at a significance level of 0.05, then H_0 is rejected and H_a is accepted, which means that there is an influence in using Audio Visual media on student learning outcomes in the Pancasila Education subject of class IV of SD Negeri 091254 Batu Onom.

The results of the analysis above which show the influence of audio visual media are in line with the results of the research conducted (Pratama, 2018) . Based on the results of the study, there were changes in students, namely at the beginning of learning activities there were several students who were less focused on learning in class, students also acted indifferently when the teacher explained the learning in class (Gading & Dian Kharisma, 2017) . At the beginning of the meeting, only a few students were actively participating in the learning process and the rest were indifferent. However, in line with the implementation of using Audio Visual media for fourth grade students of SD Negeri 091254 Batu Onom, they became more active in participating in the learning process (Fatimah et al., 2022) .

The results of the research by Indah Maharani., et al. (Herlina et al., 2019) "Learning Outcomes of Pancasila Education Subjects for Elementary School Students" prove that student learning outcomes in Pancasila Education learning in class IV Negeri 01 Ulak Karang after implementing the use of audio-visual media have increased, this should be maintained and it would be good to improve it, especially for teachers who carry out the learning activities in the class. Meanwhile, researchers conducted research on the Effect of Audio-Visual Media on the Learning Outcomes of Pancasila Education for Grade IV Students. The similarities in this study are that they have similarities in both learning media, namely Audio-Visual media, in the same class, namely class IV and the same subject, namely Pancasila Education.

4. Conclusion

This research was conducted on fourth-grade students of SD Negeri 01254 Batu Onom with 25 students who were used by the researcher as an experimental class. Based on the results of the research conducted on fourth-grade students of SD Negeri 091254 Batu Onom and student learning outcomes, the following conclusions can be drawn:

Based on the research and discussion, it can be concluded that the pretest results showed an average score of 61, which is classified as low or incomplete. However, after being given treatment using Audio Visual learning media, student learning outcomes experienced a significant increase, as reflected in the average posttest score of 80 and the average increase in scores from pretest to posttest of 19.

Furthermore, conducting N-Gain the mean value or average value of N-gain score shows that the result is 0.63 where $0.3 \leq g \leq 0.7$ indicates that the learning outcomes are categorized as quite effective. Then the results of the hypothesis test with a significance level of 0.05 show that the t-count value is 20.528 which is greater than the t-table of 1.714 ($t_{\text{count}} > t_{\text{table}}$), so it can be concluded that there is a positive influence of Audio Visual Media learning media on student learning outcomes in the Pancasila Education subject in Class IV of SDNegeri 091254 Batu Onom.

Thus, based on the results of the hypothesis test, H_0 is rejected and H_a is accepted, which shows that the use of Audio Visual learning media has a positive influence on improving the learning outcomes of Pancasila Education for fourth grade students at SD Negeri 091254 Batu Onom.

Suggestion

Based on the conclusions and research results described in "The Influence of Audio Visual Media on the Learning Outcomes of Pancasila Education in Grade IV Students of SD Negeri 091254 Batu Onom," the researcher makes the following suggestions:

1. For educators, especially teachers at SD Negeri 091254 Batu Onom, it is highly recommended to apply Audio Visual Media, especially in the Pancasila Education subject, because this media is able to invite students to learn more fun and different learning methods can prevent students from feeling bored.
2. In order for students to be more active, effective and motivated in learning, teachers play an important role in the learning process, teachers as facilitators who encourage students to be more active so that students can actively express their opinions.
3. For researchers who wish to conduct the same research, it is recommended to broaden their understanding of the effectiveness of applying Audio Visual Media.
4. For schools, it is hoped that this Audio Visual Media will become a learning media that can be applied to improve student learning outcomes.

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