

## ABSTRACT

### **THE INFLUENCE OF FLASH-BASED MEDIA USING COGNITIVE LEARNING OUTCOMES OF CLASS IV / A SDN DARAMISTA II SUB- DISTRICT LENTENG, YEAR 2018/2019**

Keywords: the influence, flash, cognitive learning outcomes

This research was conducted at SDN Daramista II, Lenteng District, aimed to find out how much the influence of flash-based media in class IV / A on student cognitive learning outcomes. This research is a type of quantitative research using non-equivalent control group design research methods. The subjects of this study were grade IV students at SDN Daramista II with the number of grade IV / A students, namely 21 students as the experimental class and class IV / B students with 15 students as the control class. For the experimental class, the learning process is given treatment using flash-based media, while for the control class using conventional learning (lectures) as in general. The population in this study is class IV with the number of students 36. The sampling technique is saturated sampling where all members of the population are used as research samples. Data collection techniques using tests consisting of pre-test and post-test. Before being tested on research students, the test was tested on other schools to find out the validity of the questions. After the tested data is analyzed, it will then be tested on the research subject. After the data has been collected, it is analyzed using the SPSS 24 application. The results of this study indicate that the average value of the post-test subjects in the experimental class is 72.62, while the control class is 36.67. For social studies subjects the average experimental class is 64.29, while the control class is 28.22. For the average post-test of Indonesian subjects the experimental class was 73.81, while for the control class was 46.67. The results of the independent t test showed that in natural science subjects, sig 0.03 <0.05 significant level. For social studies subjects that is sig 0.02 <0.05 significant level. For Indonesian subjects sig 0.01 <0.05 significant level. The results showed that H0 was rejected and H1 was accepted, meaning flash-based media could influence the cognitive learning outcomes of students in grade IV / A at SDN Daramista II.