

**PENGEMBANGAN PANDUAN AKTIVITAS PEMBELAJARAN
BERBANTUAN MEDIA PEMBELAJARAN *WIZER.ME* TERHADAP
LITERASI NUMERASI DAN KEMAMPUAN METAKOGNITIF PADA
MATERI BILANGAN BULAT MATA PELAJARAN MATEMATIKA
SISWA KELAS 6 SD**

Oleh

I Nengah Sumantara, NIM 1811031133

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRAK

Studi pengembangan ini bertujuan untuk melakukan pengembangan panduan kegiatan belajar berbantuan media pembelajaran *wizer.me* terhadap literasi numerasi dan kemampuan metakognitif dalam materi bilangan bulat pelajaran matematika siswa kelas 6 SD. Studi ini mempergunakan pemodelan 4-D yakni pendefinisian, perancangan, pengembangan, serta penyebaran. Subjek dalam studi ini ialah aktivitas pembelajaran berbantuan media pembelajaran *wizer.me* terhadap literasi numerasi dan kemampuan metakognitif. Objek yang dipergunakan ialah validasi dan efektivitas pembelajaran berbantuan media pembelajaran *wizer.me*. sampel yang dipergunakan berjumlah 39 siswa yang terbagi kedalam kelas kontrol serta eksperimen. Kuesioner, tes, dan *rating scale* merupakan metode pengumpulan data yang dipergunakan. Rerata nilai validitas isi aktivitas belajar ialah 4,45 berpredikat sangat baik. Aktivitas pembelajaran berbantuan media pembelajaran *wizer.me* valid serta layak untuk dipergunakan di kelas 6 SD. Uji manova memperoleh signifikansi 0,000 artinya secara simultan dan parsial ada perbedaan secara signifikan literasi numerasi dan kemampuan metakognitif antara peserta didik yang ikut aktivitas belajar berbantuan media pembelajaran *wizer.me* dengan peserta didik yang ikut pembelajaran konvensional.

Kata kunci: Aktivitas Pembelajaran, Media Pembelajaran, *Wizer.me*, Literasi Numerasi, Kemampuan Metakognitif, Matematika

**DEVELOPMENT OF A GUIDE FOR LEARNING ACTIVITIES ASSISTED
BY THE LEARNING MEDIA WIZER.ME ON NUMERACY LITERACY AND
METACOGNITIVE ABILITIES IN THE MATERIAL OF INTEGERS IN
MATHEMATICS FOR 6TH GRADE ELEMENTARY SCHOOL STUDENTS**

by

I Nengah Sumantara, NIM 1811031133

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRACT

This development study aims to develop a guide for learning activities assisted by the Wizer.me learning media on numeracy literacy and metacognitive abilities in the mathematics subject matter of grade 6 elementary school students. This study uses 4-D modeling, namely definition, design, development, and disseminate. The subjects in this study are learning activities assisted by the Wizer.me learning media on numeracy literacy and metacognitive abilities. The object used is the validation and effectiveness of learning aided by the wizer.me learning media. The sample used was 39 students who were divided into control and experimental classes. Questionnaires, tests, and rating scales are data collection methods used. The average value of the validity of the content of learning activities is 4.45 which means very good. Learning activities assisted by the Wizer.me learning media are valid and suitable for use in 6th grade elementary school. The Manova test obtained a significance of 0.000, which means that simultaneously and partially there is a significant difference in numeracy literacy and metacognitive abilities between students who participate in learning activities assisted by the Wizer.me learning media and students who participate in conventional learning.

Keywords: *Learning Activities, Learning Media, Mathematics, Metacognitive Ability, Numerical Literacy, Wizer.me*