

**NINCAPANG KAWERUHAN SAJERONING PEMETAAN
AKSARA BALI KA HURUF LATIN MADULURAN ANTUK
MEDIA INTERAKTIF WORDWALL SISIA KELAS IV SD
NEGERI 1 RIANG GEDE WARSA 2020/2021**

Olih

I Gede Kerisna Putra, NIM 1712051010

Program Studi Pendidikan Bahasa Bali

Fakultas Bahasa dan Seni

KUUB

Tetilikan puniki matetujon nelatarang indik (1) tata cara ngawigunayang *media interaktif wordwall* anggen nincapang kawagedan *pemetaan* aksara Bali sisia kelas IV SD Negeri 1 Riang Gede, (2) *Media interaktif wordwall* prasida kaanggen nincapang kawagedan *pemetaan* aksara Bali sisia kelas IV SD Negeri 1 Riang Gede. (3) Penampnen sisia ngeninin indik *media interaktif wordwall* sane kaanggen nincapang kawagedan *pemetaan* aksara Bali sisia kelas IV SD Negeri 1 Riang Gede. Ring tatilikan puniki nganggen 3 *teknik* sane kanggen ri sajeroning ngrereh data, inggih punika *obsevasi, tes, miwah kuesioner*. Pikolih tatilikan puniki inggih punika: (1) Palihan panglaksana tatilikan sane klaksanayang ring kelas ngeninin indik nganggen *media interaktif wordwall* anggen nincapang kawagedan sisia kelas IV SD Negeri 1 Riang Gede ri sajeroning *pemetaan* aksara Bali sane medaging pangawit, unteng, pamuput pamalajahan. (2) *Media interaktif wordwall* prasida kaanggen nincapang kawagedan *pemetaan* aksara Bali sisia kelas IV SD Negeri 1 Riang Gede. Pikolih rerata sadurung nganggen *media interaktif wordwall* inggih punika 57,34, pikolih sisia raris nincap 71,15 ri sajeroning *siklus* I, miwah ring *siklus* II nincap malih medados 83,19. (3) Sisia ngicenin penampnen becik ngeninin indik pamalajahan ngawigunayang *media interaktif wordwall* kaanggen nincapang kawagedan *pemetaan* aksara Bali. Ring kuesioner sane sampun kaicen guru majeng ring sisia, sisia ngicenin penampnen becik ngeninin indik *media interaktif wordwall* sane kaanggen nincapang kawagedan sisia ri sajeroning pamalajahan *pemetaan* aksara Bali sisia kelas IV SD Negeri 1 Riang Gede.

Kruna Jejaton: *pemetaan, aksara Bali, wordwall*

ABSTRACT

This research has the aim of explained about: (1) The procedures of using wordwall interactive media to increase Balinese Script mapping skills student grade IV SD Negeri 1 Riang Gede, (2) Wordwall Interactive media can be used to increase Balinese Script mapping skills student grade IV SD Negeri 1 Riang Gede, (3) Student's opinion related Wordwall Interactive Media that is used to increase Balinese Script mapping skills student grade IV SD Negeri Riang Gede. There are three techniques used in this research, Observation, Test, and Questionnaire. The result of this research are: (1) Research procedures in the classroom about the application of Wordwall interactive media to increase student capability in Balinese script mapping which consist of Introduction, Disscusion, and Conclusion of Learning Process. (2)wordwall interactive media can be used to increase balinese script mapping skills of student grade IV SD Negeri 1 Riang Gede. The avarage score of the students before using wordwall interactive media is 57,34. Then increased into 71,15 at the first cycle, then increased into 83.13 at the second cycle. (3) Student gave good comment about wordwall interactive media to increase balinese script mapping skills. The questionnaire that was given by the teacher showed positive response from the student about Wordwall interactive media tha is used to increase balinese script mapping skills student grade IV SD Negeri 1 Riang Gede.

Keywords: *Mapping, Balinese Script, Wordwall*