

**PENGARUH MODEL PEMBELAJARAN MAKE A MATCH
BERBANTUAN MEDIA KARTU GAMBAR TERHADAP
HASIL BELAJAR MATEMATIKA SISWA
KELAS IV SD LAB SINGARAJA**

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ABSTRAK

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Pembelajaran berlangsung kurang efektif sehingga siswa mengalami kendala ketika menerima atau memahami materi matematika, kurangnya partisipasi serta keaktifan siswa dalam proses pembelajaran, dipertengahan pembelajaran siswa kurang memperhatikan pembelajaran, kurangnya penggunaan media menyebabkan semangat belajar siswa menurun dan cepat bosan sehingga berdampak terhadap hasil belajar siswa, tidak semua siswa bisa fokus belajar dalam waktu yang lama dan kemampuan pemahaman peserta didik dalam mata pelajaran matematika berbeda-beda. Sehingga penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *Make A Match* berbantuan media kartu gambar terhadap hasil belajar matematika pada siswa kelas IV SD. Jenis penelitian adalah eksperimen semu (*Quasi Eksperimen*) dengan desain *post-test only control group design*. Populasi dari penelitian ini adalah seluruh siswa kelas IV SD yang berjumlah 70 siswa. Penentuan sampel penelitian dilakukan dengan teknik *sampling purposive*. Dalam penelitian ini, proses pengumpulan data dilakukan dengan menggunakan metode tes objektif berupa tes pilihan ganda. Data yang telah terkumpul selanjutnya dianalisis menggunakan analisis statistik deskriptif dan inferensial yaitu uji-t. Berdasarkan analisis deskriptif, diperoleh bahwa rerata skor kelompok eksperimen lebih besar dibandingkan dengan rerata kelompok kontrol ($19,47 > 17,59$). Berdasarkan Uji-t diperoleh hasil bahwa $t = 2,65$, dan p (taraf signifikan 5%) = 1,995. Sehingga dapat disimpulkan bahwa model pembelajaran *Make A Match* berbantuan Media Kartu Gambar berpengaruh terhadap hasil belajar matematika siswa kelas IV di SD Lab Singaraja. Model pembelajaran *Make A Match* berbantuan Media Kartu Gambar dapat diaplikasikan pada pelajaran matematika di SD sebagai tindakan untuk meningkatkan hasil belajar siswa secara maksimal pada pelajaran matematika.

Kata kunci: *MAM*, gambar, hasil belajar matematika

ABSTRACT

The learning process was less effective so students have difficulty received the math material, less of students who participate in the learning process, in the middle of the learning process, the students was less attention to the learning process, less the use of media that encourage student enthusiasm for learning that increases and was boring and make student learning outcomes not yet optimal, not all students can focus on learning for a long time and the students ability to understand in mathematics was different. So, this research was aimed to The Make A Match learning model assisted by picture card media effect to the learning outcomes of mathematics in grade IV elementary school students. This research is a quasi-experimental with post-test only control group design. The population of this study was all fourth grade students who gathered 70 students. Determination of the research sample is done by purposive sampling technique. In this research, the process of collecting data is done by using the objective test method which consists of multiple choice tests. The collected data is then analyzed using descriptive and inferential statistical analysis, the t-test. Based on data analyzed, it was found that the score of the experimental group was higher than that of the control group mean ($19.47 > 17.59$). Based on the t-tests, the results obtained are $t = 2.65$, and p (significant level of 5%) = 1.995. So it can be concluded that the Make A Match learning model assisted by the Card Media Media influences the mathematics learning outcomes of Class IV students at Elementary School Lab Singaraja. Make A Match learning models assisted by Picture Card Media can be applied on mathematics lessons in elementary school as an action to optimally improve learning outcomes in mathematics.

Keywords: MAM, pictures, mathematics learning outcomes