

**PENGEMBANGAN BUKU AJAR MATEMATIKA BERMUATAN  
PERMAINAN TRADISIONAL LOMBOK UNTUK MENINGKATKAN  
LITERASI MATEMATIKA DAN KARAKTER SISWA KELAS II  
SEKOLAH DASAR**

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**ABSTRAK**

Penelitian ini secara umum bertujuan menghasilkan buku ajar matematika bermuatan Permainan tradisional Lombok yang valid, praktis, dan efektif untuk meningkatkan literasi matematika dan karakter siswa. Penelitian ini menggunakan metode pengembangan PLOMP yang terdiri dari fase investigasi awal, fase design/perancangan, fase realisasi/konstruksi, fase tes, evaluasi/revisi dan fase implementasi. Subjek pengujian efektivitas dilakukan pada siswa kelas II SD Gugus 2 Kecamatan Selong yang jumlahnya sebanyak 158 siswa, yaitu di SDN 4 Pancor sebanyak 58 siswa, SDN 1 Sekarteja sebanyak 50 siswa, dan SDN 2 Sekarteja sebanyak 50 siswa. Dari ketiga sekolah tersebut dibagi menjadi dua kelompok yaitu satu kelompok eksperimen sebanyak 88 siswa, dan satu kelompok kontrol sebanyak 70 siswa. Instrumen pengumpulan data literasi matematika menggunakan tes literasi matematika dan instrumen pengumpulan data karakter menggunakan kuesioner. Kedua instrumen tersebut telah memenuhi kategori valid dan reliabel. Metode analisis data untuk memperoleh hasil pengujian efektivitas dilakukan dengan analisis MANOVA dengan taraf signifikansi sebesar 5%. Hasil penelitian menunjukkan (1) karakteristik buku ajar matematika bermuatan permainan tradisional Lombok dengan tahapan menyajikan pertama, pengenalan konsep matematika dasar, kedua penerapan konsep matematika dalam konteks permainan tradisional, ketiga refleksi dan diskusi, keempat penilaian dan umpan balik; (2) Buku ajar matematika bermuatan permainan tradisional Lombok secara keseluruhan dinyatakan valid; (3) Buku ajar matematika bermuatan permainan tradisional Lombok dinyatakan praktis; (4) Buku ajar matematika bermuatan permainan tradisional Lombok lebih efektif dalam meningkatkan literasi matematika dibandingkan buku ajar konvensional; (5) Buku ajar matematika bermuatan permainan tradisional Lombok lebih efektif dalam meningkatkan karakter siswa dibandingkan buku ajar konvensional; (6) Buku ajar matematika bermuatan permainan tradisional Lombok lebih efektif secara simultan meningkatkan Literasi Matematika dan karakter siswa dibandingkan buku ajar konvensional

**Kata Kunci:**

Buku ajar Matematika, permainan tradisional, literasi matematika, karakter.

# DEVELOPMENT OF MATHEMATICS TEXTBOOKS CONTAINING TRADITIONAL LOMBOK GAMES TO IMPROVE MATHEMATICAL LITERACY AND CHARACTER OF GRADE II ELEMENTARY SCHOOL STUDENTS

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## ABSTRACT

*This research aims to produce valid, practical, and effective mathematics textbooks containing traditional Lombok games to improve mathematical literacy and student character. This study uses the Plomp development method which preliminary investigation, design, realization/construction, test, evaluation and revision, implementation stages. The subjects of the effectiveness test were carried out on grade II students of Elementary School Gugus 2, Selong District, which amounted to 158 students, namely at SDN 4 Pancor as many as 58 students, SDN 1 Sekarteja as many as 50 students, and SDN 2 Sekarteja as many as 50 students. The three schools were divided into two groups, one experimental group with 88 students, and one control group with 70 students. The instrument for collecting character data was using a questionnaire and scientific literacy data using a scientific literacy test. Both instruments have met the valid and reliable categories. The data analysis method to obtain the results of the effectiveness test was carried out by MANOVA analysis with a significance level of 5%. (1) the characteristics of the mathematics textbook destroying traditional Lombok games with the stages of presenting the first introduction of basic mathematical concepts, second the application of mathematical concepts in the context of traditional games, third reflection and discussion, fourth assessment and feedback; (2) Mathematics textbooks repeating traditional Lombok games as a whole were declared valid; (3) The Mathematics textbook model calculating traditional Lombok games was declared practical; (4) Mathematics textbooks thinking about traditional Lombok games were more effective in improving Mathematics Literacy than conventional textbooks; (5) Mathematics textbooks repeating traditional Lombok games were more effective in improving student character than conventional textbooks; (6) Mathematics textbooks solving traditional Lombok games were more effective in simultaneously improving Mathematics Literacy and student character than conventional textbooks*

*Keywords:*

*Mathematics textbooks, traditional games, character, mathematics literacy.*