

**PENGEMBANGAN MEDIA PEMBELAJARAN PERMAINAN
BALOK PENAMBAH ILMU BERBASIS NUMERASI PADA
OPERASI HITUNG BILANGAN BULAT MUATAN
MATEMATIKA KELAS IV SD NEGERI 19 PEMECUTAN
TAHUN AJARAN 2024/2025**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun Media Pembelajaran Permainan Balok Penambah Ilmu Berbasis Numerasi pada Operasi Hitung Bilangan Bulat Muatan Matematika Kelas IV SD Negeri 19 Pemecutan Tahun Ajaran 2024/2025, (2) mengetahui kelayakan Media Pembelajaran Permainan Balok Penambah Ilmu Berbasis Numerasi pada Operasi Hitung Bilangan Bulat Muatan Matematika Kelas IV SD Negeri 19 Pemecutan Tahun Ajaran 2024/2025, (3) mengetahui efektivitas Media Pembelajaran Permainan Balok Penambah Ilmu Berbasis Numerasi pada Operasi Hitung Bilangan Bulat Muatan Matematika Kelas IV SD Negeri 19 Pemecutan Tahun Ajaran 2024/2025. Penelitian ini menggunakan model pengembangan ADDIE. Data dikumpulkan melalui metode angket/kuesioner dan tes berupa soal pilihan ganda. Hasil penelitian menunjukkan bahwa: (1) rancang bangun media pembelajaran permainan balok penambah ilmu berdasarkan hasil penilaian dari ahli rancang bangun sebesar 90,90% dengan kualifikasi sangat baik, (2) media pembelajaran permainan balok penambah ilmu dinyatakan layak berdasarkan hasil penilaian dari ahli isi mata pelajaran sebesar 90% dengan kualifikasi sangat baik, hasil penilaian dari ahli desain intruksional sebesar 95,4% dengan kualifikasi sangat baik, hasil penilaian dari ahli media pembelajaran sebesar 93,1% dengan kualifikasi sangat baik, hasil penilaian uji coba perorangan sebesar 98% dengan kualifikasi sangat baik, dan hasil penilaian uji coba kelompok kecil sebesar 93,88% dengan kualifikasi sangat baik. (3) efektivitas media pembelajaran permainan balok penambah ilmu berdasarkan uji-t *sample dependent* diperoleh nilai $t_{hitung} = 24,59$ sedangkan nilai t_{tabel} dengan $dk = n - 1 = 25 - 1 = 24$ pada taraf signifikansi 5% diperoleh sebesar 1,711. Hasil tersebut menunjukkan $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima. Jadi dapat disimpulkan bahwa media pembelajaran permainan balok penambah ilmu berbasis numerasi efektif diterapkan pada Operasi Hitung Bilangan Bulat Muatan Matematika Kelas IV SD Negeri 19 Pemecutan Tahun Ajaran 2024/2025.

Kata Kunci: pengembangan, media pembelajaran, permainan balok, numerasi, matematika

**DEVELOPMENT OF LEARNING MEDIA FOR THE
NUMERACY-BASED KNOWLEDGE ADD-ON PUZZLE GAME
IN THE OPERATION OF CALCULATING INTEGERS FOR
MATHEMATICS CONTENT CLASS IV SD NEGERI 19
PEMECUTAN SCHOOL YEAR 2024/2025**

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ABSTRACT

This study aims to (1) describe the design of the Numeracy-Based Knowledge Adding Block Game Learning Media in the Integer Calculation Operation for Mathematics Grade IV State Elementary School 19 Acceleration for the 2024/2025 Academic Year; (2) to determine the feasibility of the Numeracy-Based Mathematics Block Game Learning Media in the Mathematics Grade IV Mathematics Load Calculation Operation for the 2024/2025 Academic Year; (3) to determine the effectiveness of the Learning Media of Numeracy-Based Knowledge Adding Block Games in the Operation of Calculating Integers for Mathematics Contents Class IV SD Negeri 19 Pemakcutan Academic Year 2024/2025. This research uses the ADDIE development model. Data was collected through questionnaire methods and tests in the form of multiple-choice questions. The results of the study showed that: (1) the design and construction of the learning media of the knowledge enhancing block game based on the results of the assessment from the design and building experts of 90.90% with very good qualifications, (2) the learning media of the knowledge enhancing block game was declared feasible based on the results of the assessment from the subject content experts of 90% with very good qualifications, the assessment results of the instructional design experts were 95.4% with very good qualifications, The assessment results from learning media experts were 93.1% with excellent qualifications, the results of individual trial assessments were 98% with excellent qualifications, and the results of small group trial assessments were 93.88% with excellent qualifications. (3) The effectiveness of learning media of the learning medium of the knowledge enhancing block game based on the T-test sample dependent was obtained a value = 24.59 while the value with $dk = n - 1 = 25 - 1 = 24$ at the significance level of 5% was obtained of 1.711. The results show $t_{hitung} > t_{tabel}$ so they are rejected and accepted. So it can be concluded that the learning media of the numeracy-based knowledge enhancer block game is effectively applied to the Mathematics Load Integer Calculation Operation for Class IV SD Negeri 19 Pemecutan Academic Year 2024/2025.

Keywords: *development, learning media, block games, numeracy, mathematics*