

PENGEMBANGAN MEDIA PEMBELAJARAN “TEPUK KARTU (TUKAR)” BERBASIS MASALAH MATERI PENJUMLAHAN DAN PENGURANGAN BERSUSUN PADA MAPEL MATEMATIKA SISWA KELAS II SD NO. 5 UNGASAN KUTA SELATAN

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media pembelajaran “tukar” berbasis masalah materi penjumlahan dan pengurangan bersusun mapel Matematika siswa kelas II SD No. 5 Ungasan Kuta Selatan, (2) mengetahui kelayakan media “tukar” berbasis masalah materi penjumlahan dan pengurangan bersusun mapel Matematika siswa kelas II SD No. 5 Ungasan Kuta Selatan menurut review para ahli dan uji coba produk, dan (3) mengetahui efektivitas media “tukar” berbasis masalah dalam meningkatkan pemahaman siswa terhadap materi tersebut. Penelitian ini merupakan penelitian pengembangan yang menggunakan model pengembangan ADDIE. Metode pengumpulan data menggunakan kuesioner, tes objektif pilihan ganda, dan teknik analisis data deskriptif kuantitatif serta statistik inferensial. Hasil penelitian ini menunjukkan bahwa (1) rancang bangun media pembelajaran “tukar” berbasis masalah menunjukkan hasil penilaian ahli rancang bangun sebesar 93,18% (sangat baik), (2) media pembelajaran “tukar” berbasis masalah menunjukkan hasil isi mata pelajaran sebesar 81,25% (baik), ahli desain instruksional sebesar 88,88% (baik), ahli media pembelajaran sebesar 92% (sangat baik), hasil uji coba perorangan sebesar 90,73% (sangat baik), dan hasil uji coba kelompok kecil sebesar 94,74% (sangat baik), dan (3) efektivitas media pembelajaran “tukar” berbasis masalah berdasarkan uji-t satu sampel menunjukkan nilai signifikan yaitu $t_{hitung} = 2,341$. Harga t_{hitung} kemudian dibandingkan dengan harga t_{tabel} pada taraf signifikansi 5% dengan diketahui $dk = 26$ diperoleh sebesar 2,056. Hasil tersebut menunjukkan bahwa $t_{hitung} = 2,341 > t_{tabel} = 2,056$, sehingga H_0 ditolak dan H_1 diterima. Jadi dapat disimpulkan bahwa media pembelajaran tepuk kartu berbasis masalah efektif diterapkan pada materi penjumlahan dan pengurangan bersusun mapel Matematika siswa kelas II SD No. 5 Ungasan Kuta Selatan.

Kata kunci: pengembangan, media pembelajaran “tukar”, basis masalah, penjumlahan dan pengurangan bersusun, Matematika.

**DEVELOPMENT OF “TEPUK KARTU (TUK)” LEARNING MEDIA BASED
ON PROBLEMS OF COMPOSED ADDITION AND SUBTRACTION IN
MATHEMATICS SUBJECTS OF GRADE II STUDENTS OF ELEMENTARY
SCHOOL NO. 5 UNGASAN SOUTH KUTA**

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ABSTRACT

This study aims to (1) describe the design of “tukar” learning media based on problems of compound addition and subtraction of Mathematics subjects of grade II students of Elementary School No. 5 Ungasan South Kuta, (2) determine the feasibility of “tukar” media based on problems of compound addition and subtraction of Mathematics subjects of grade II students of Elementary School No. 5 Ungasan South Kuta according to expert reviews and product trials, and (3) determine the effectiveness of “tukar” media based on problems in improving students’ understanding of the material. This research is a development research using the ADDIE development model. The data collection method uses questionnaires, multiple choice objective tests, and quantitative descriptive data analysis techniques and inferential statistics. The results of this study indicate that (1) the design of the problem-based “exchange” learning media shows the results of the expert design assessment of 93.18% (very good), (2) the problem-based “exchange” learning media shows the results of the subject content of 81.25% (good), instructional design experts of 88.88% (good), learning media experts of 92% (very good), individual trial results of 90.73% (very good), and small group trial results of 94.74% (very good), and (3) the effectiveness of the problem-based “exchange” learning media based on a one-sample t-test shows a significant value of $t_{\text{count}} = 2.341$. The t_{count} value is then compared with the t_{table} value at a significance level of 5% with $dk = 26$ obtained as 2.056. The results show that $t_{\text{count}} = 2.341 > t_{\text{table}} = 2.056$, so H_0 is rejected and H_1 is accepted. So it can be concluded that the problem-based clapping card learning media is effectively applied to the addition and subtraction of Mathematics subjects for grade II students of SD No. 5 Ungasan Kuta Selatan.

Keywords: *development, “exchange” learning media, problem basis, addition and subtraction of stacks, Mathematics.*