

**PENGEMBANGAN MEDIA KARTU DOMINO EDUKATIF
PADA MATERI UNSUR-UNSUR BANGUN DATAR DI KELAS III
SEKOLAH DASAR**

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ABSTRAK

Pembelajaran matematika pada materi unsur-unsur bangun datar di kelas III Sekolah Dasar masih menunjukkan rendahnya pemahaman konsep, khususnya pada sub materi sisi dan sudut pada bangun datar, yang ditunjukkan oleh hasil observasi serta nilai ulangan harian peserta didik yang sebagian besar belum mencapai Kriteria Ketuntasan Minimal (KKM). Permasalahan tersebut disebabkan oleh pembelajaran yang masih berpusat pada guru dan belum tersedianya media permainan edukatif yang sesuai dengan karakteristik peserta didik pada tahap operasional konkret. Penelitian ini bertujuan untuk mengetahui rancang bangun media kartu domino edukatif, tingkat validitas, dan tingkat kepraktisannya dalam pembelajaran matematika di kelas III Sekolah Dasar. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan menggunakan model ADDIE yang diantaranya meliputi tahap *analyze, design, development, implementation, dan evaluation*. Uji validitas dilakukan oleh dua ahli materi dan dua ahli media, sedangkan uji kepraktisan dilakukan melalui respon guru dan peserta didik di SDK Budi Rahayu pada uji perorangan dan kelompok kecil. Data dikumpulkan menggunakan angket dan dianalisis secara deskriptif kuantitatif dengan konversi skala lima. Hasil penelitian menunjukkan bahwa media kartu domino edukatif memperoleh kategori sangat valid berdasarkan penilaian ahli materi dan ahli media, serta memperoleh kategori sangat praktis berdasarkan respon guru dan juga peserta didik. Media ini dinilai menarik, mudah digunakan, dan mampu meningkatkan keterlibatan serta membantu pemahaman siswa terhadap materi konsep sisi dan sudut bangun datar. Dengan demikian, media kartu domino edukatif layak digunakan sebagai alternatif media pembelajaran matematika di kelas III Sekolah Dasar. Disarankan agar penelitian selanjutnya menguji efektivitas media terhadap peningkatan hasil belajar dengan cakupan subjek yang lebih luas serta pengembangan pada materi geometri lainnya.

Kata Kunci: kartu domino edukatif, permainan edukatif, unsur-unsur bangun datar.

**DEVELOPMENT OF EDUCATIONAL DOMINO CARDS
FOR FLAT SHAPE ELEMENTS IN GRADE III OF
ELEMENTARY SCHOOL**

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ABSTRACT

Mathematics learning in the subject elements of flat shapes in third grade elementary school still shows a low level of conceptual understanding, particularly in the sub-subject of sides and angles in flat shapes, as indicated by observation results and daily test scores of students, most of whom have not yet achieved the Minimum Completion Criteria (KKM). This problem is caused by teacher-centered learning and the lack of educational games that are suitable for students at the concrete operational stage. This study aims to determine the design of educational domino cards, their validity, and their practicality in mathematics learning in third grade elementary school. This research is a research and development study using the ADDIE model, which includes the stages of analyze, design, development, implementation, and evaluation. The validity test was conducted by two subject matter experts and two media experts, while the practicality test was conducted through responses from teachers and students at SDK Budi Rahayu in individual and small group tests. Data were collected using questionnaires and analyzed descriptively and quantitatively using a five-point scale. The results showed that the educational domino cards were rated as highly valid based on the assessments of subject matter experts and media experts, and were rated as highly practical based on the responses of teachers and students. This media was considered interesting, easy to use, and able to increase student engagement and help them understand the concepts of sides and angles of flat shapes. Thus, educational domino cards are suitable for use as an alternative mathematics learning media in third grade elementary school. It is recommended that further research test the effectiveness of this media in improving learning outcomes with a broader subject coverage and development of other geometry materials.

Keywords: educational domino cards, educational games, elements of flat shapes.