

**PENGEMBANGAN MEDIA PERMAINAN ULAR TANGGA BERBASIS
JOYFUL LEARNING UNTUK MENINGKATKAN KEAKTIFAN SISWA
KELAS III PADA MATERI PENGUKURAN PANJANG DAN BERAT**

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ABSTRAK

Latar belakang penelitian ini ialah rendahnya keaktifan juga hasil belajar matematika siswa kelas III sekolah dasar pada materi pengukuran panjang juga berat karena pembelajaran masih terpusat di guru juga sedikitnya penggunaan media pembelajaran yang menarik. Penelitian ini berupaya mengembangkan media permainan ular tangga berbasis *Joyful Learning* guna meningkatkan keaktifan siswa. Penelitian ini ialah penelitian pengembangan atau *research and development* yang menggunakan model ADDIE yang mencakup analisis, desain, pengembangan, implementasi, juga evaluasi. Subjek pada penelitian ini ialah siswa kelas III pada desain penelitian *post-test only control group design*. Cara pengakumulasian data dijalankan dari observasi juga angket, lalu dirumuskan menggunakan uji validitas, kepraktisan juga efektivitas. Perolehan penelitian memaparkan yakni media yang dikembangkan mendapatkan hasil validitas tinggi berlandaskan penilaian ahli materi juga ahli media. Kepraktisan media mendapatkan hasil sangat baik berlandaskan hasil tanggapan guru juga siswa. Serta, uji efektivitas memaparkan adanya perbedaan yang relevan antar kelompok kontrol juga kelompok eksperimen pada angka signifikansi kurang 0,05, yang berarti media permainan ular tangga berbasis *Joyful Learning* efektif untuk meningkatkan keaktifan siswa kelas III SD Negeri 4 Saba pada materi pengukuran panjang dan berat mata pelajaran matematika. Sehingga, media permainan ular tangga berbasis *Joyful Learning* disebut valid, praktis juga efektif dipergunakan saat belajar matematika di sekolah dasar.

Kata Kunci: media permainan, *Joyful Learning*, keaktifan siswa, matematika, sekolah dasar

**DEVELOPMENT OF JOYFUL LEARNING-BASED SNAKE AND
LADDER GAME MEDIA TO INCREASE THE ACTIVENESS OF GRADE
III STUDENTS IN LENGTH AND WEIGHT MEASUREMENT
MATERIALS**

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ABSTRACT

The background of this research is the low activity and mathematics learning outcomes of grade III elementary school students on long and heavy measurement materials because learning is still centered on the teacher and the lack of use of interesting learning media. This research seeks to develop a Joyful Learning-based snake and ladder game media to increase student activity. This research is a research and development research that uses the ADDIE model which includes analysis, design, development, implementation, and evaluation. The subjects in this study are grade III students in the post-test only control group design research design. The method of data accumulation is carried out from observation and questionnaires, then formulated using validity, practicality and effectiveness tests. The results of the research explained that the media developed received high validity results based on the assessment of material experts as well as media experts. The practicality of the media got very good results based on the results of the responses of teachers and students. Also, the effectiveness test showed that there was a relevant difference between the control group and the experimental group at a significance of less than 0.05, which means that the Joyful Learning-based snake and ladder game media was effective in increasing the activeness of grade III students of SD Negeri 4 Saba in the measurement material of the length and weight of mathematics subjects. So, the Joyful Learning-based snake and ladder game media is said to be valid, practical and effective when learning mathematics in elementary school.

Keywords: *game media, Joyful Learning, student participation, mathematics, elementary school*