

**PENGARUH MEDIA *FLASHCARD* BERBASIS *ETNOMATEMATIKA*
TERHADAP KOMPETENSI PENGETAHUAN MATEMATIKA SISWA
KELAS 1 SD GUGUS MELINGGIH**

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ABSTRAK

Penelitian ini dilatar belakangi oleh rendahnya kompetensi pengetahuan matematika siswa kelas I SD Gugus Melinggih. Penelitian ini bertujuan untuk mengetahui pengaruh media *flashcard* berbasis *etnomatematika* terhadap kompetensi pengetahuan matematika siswa kelas I SD Gugus Melinggih. Penelitian ini merupakan penelitian eksperimen semu (*quasi experiment*) dengan menggunakan rancangan *control group pre-test post-test design*. Populasi penelitian Adalah seluruh siswa kelas I SD gugus Melinggih tahun Pelajaran 2025/2026. Sampel penelitian terdiri dari kelas I SD 5 Melinggih sebagai kelompok eksperimen dan siswa kelas I SD 4 Melinggih sebagai kelompok kontrol. Metode pengumpulan data yang digunakan yaitu observasi, wawancara, dokumentasi, dan tes. Instrumen penelitian berupa tes pemahaman konsep bentuk bangun datar berbentuk pilihan ganda yang telah diuji validitas, reliabilitas, tingkat kesukaran, dan daya beda soal. Teknik analisis data yang digunakan yaitu analisis deskriptif kuantitatif, uji normalitas, uji homogenitas, dan uji hipotesis menggunakan uji-*t polled varians*. Hasil penelitian menunjukkan bahwa Terdapat pengaruh yang signifikan penerapan media *Flashcard* Berbasis *Etnomatematika* Terhadap Kompetensi Pengetahuan Matematika Siswa Kelas I SD Negeri Gugus Melinggih. Hal ini ditunjukkan dari hasil uji hipotesis menggunakan uji-*t polled varians* yang memperoleh hasil perhitungan ($t_{hitung} = 24,115 > t_{tabel} = 2,021$) pada taraf signifikansi 5%, sehingga dapat dinyatakan H_1 diterima dan H_0 ditolak. Rata-rata hasil post-test kelompok eksperimen sebesar 86% lebih tinggi dibandingkan rata-rata hasil post-test kelompok kontrol sebesar 48%. Pembelajaran menggunakan media *flashcard* berbasis *etnomatematika* meningkatkan antusiasme belajar siswa serta mengembangkan imajinasi siswa terhadap bentuk pada bangun datar melalui benda yang tradisional yang sering siswa temukan di lingkungan sekitar. Dengan demikian, media *flashcard* berbasis *etnomatematika* berpengaruh positif terhadap peningkatan kompetensi pengetahuan matematika siswa kelas I SD gugus Melinggih.

Kata Kunci : *etnomatematika*; media *flashcard*; kompetensi pengetahuan matematika; penelitian eksperimen semu.

ABSTRACT

This study was motivated by the low level of mathematical knowledge competence among first-grade students at SD Gugus Melinggih. The aim of this research was to determine the effect of ethnomathematics-based flashcard media on students' mathematical knowledge competence in grade I at SD Gugus Melinggih. This study employed a quasi-experimental method using a control group pre-test post-test design. The population consisted of all first-grade students in SD Gugus Melinggih for the 2025/2026 academic year. The sample included grade I students of SD 5 Melinggih as the experimental group and grade I students of SD 4 Melinggih as the control group. Data collection techniques included observation, interviews, documentation, and tests. The research instrument was a multiple-choice test on understanding the concept of plane shapes, which had been tested for validity, reliability, item difficulty, and discrimination index. Data were analyzed using quantitative descriptive analysis, normality test, homogeneity test, and hypothesis testing using the pooled variance t-test. The results showed that there was a significant effect of the implementation of ethnomathematics-based flashcard media on students' mathematical knowledge competence. This was indicated by the results of the hypothesis testing using the pooled variance t-test, which showed that $t_{count} = 24.115$ was higher than $t_{table} = 2.021$ at a 5% significance level, meaning that H_1 was accepted and H_0 was rejected. The average post-test score of the experimental group was 86%, which was higher than the control group's average post-test score of 48%. Learning using ethnomathematics-based flashcard media also increased students' learning enthusiasm and enhanced their imagination in recognizing plane shapes through traditional objects commonly found in their environment. In conclusion, ethnomathematics-based flashcard media has a positive effect on improving the mathematical knowledge competence of first-grade students at SD Gugus Melinggih.

Keywords : *ethnomathematics, flashcard media, mathematical knowledge competence, quasi-experimental research.*