

**PENGARUH MODEL PEMBELAJARAN *APOS* BERBANTUAN *GAME CROSSWORD PUZZLE* TERHADAP HASIL BELAJAR MATEMATIKA
SISWA KELAS II SD PADA MATERI PENJUMLAHAN DAN
PENGURANGAN**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh model pembelajaran *APOS* berbantuan *game crossword puzzle* terhadap hasil belajar matematika siswa kelas II SD pada materi penjumlahan dan pengurangan. Metode penelitian yang digunakan yakni penelitian eksperimen semu (*quasy eksperimental design*) dan rancangan penelitian yang digunakan adalah *Nonequivalent Posttest Only Control Group Design*. Populasi penelitian ini yakni seluruh siswa kelas II di SD Gugus I Klungkung Tahun Ajaran 2025/2026 yang terdiri atas 6 kelas dengan jumlah 129 siswa. Sampel penelitian ini adalah siswa kelas II SD Negeri 1 Kamasan sebanyak 25 siswa sebagai kelompok eksperimen dan siswa kelas II SD Negeri 1 Gelgel sebanyak 26 siswa sebagai kelompok kontrol yang ditentukan dengan teknik *cluster random sampling*. Metode pengumpulan data menggunakan tes dengan tes uraian. Teknik analisis data menggunakan analisis statistik deskriptif dan analisis statistik inferensial. Hasil analisis deskriptif kuantitatif menunjukkan bahwa persentase nilai rata-rata *post-test* kelompok eksperimen yakni sebesar 82,45% yang berada pada kategori baik dan persentase nilai rata-rata *post-test* kelompok kontrol yakni sebesar 48,75% yang berada pada kategori sangat kurang. Hasil analisis statistik inferensial menggunakan uji-t menunjukkan bahwa $t_{hitung} = 17,97 > t_{tabel} = 2,02$ pada taraf signifikansi 5% dengan $dk = 49$, sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa terdapat pengaruh yang signifikan model pembelajaran *APOS* berbantuan *game crossword puzzle* terhadap hasil belajar matematika siswa kelas II SD pada materi penjumlahan dan pengurangan.

Kata Kunci: *APOS*, *Crossword puzzle*, hasil belajar, matematika, sekolah dasar

**THE EFFECT OF THE APOS LEARNING MODEL ASSISTED BY THE
CROSSWORD PUZZLE GAME ON THE MATHEMATICS LEARNING
OUTCOMES OF GRADE II ELEMENTARY SCHOOL STUDENTS ON
THE ADDITION AND SUBTRACTION MATERIAL**

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ABSTRACT

This study aims to determine the effect of the APOS learning model assisted by crossword puzzle games on the mathematics learning outcomes of second-grade elementary school students on addition and subtraction materials. The research method used is quasi-experimental design and the research design used is Nonequivalent Posttest Only Control Group Design. The population of this study were all second-grade students at SD Gugus 1 Klungkung in the 2025/2026 Academic Year consisting of 6 classes with a total of 129 students. The sample of this study was 25 second-grade students of SD Negeri 1 Kamasan as the experimental group and 26 second-grade students of SD Negeri 1 Gelgel as the control group determined by cluster random sampling technique. The data collection method used essay tests. The data analysis technique used descriptive statistical analysis and inferential statistical analysis. The results of the quantitative descriptive analysis showed that the percentage of the average post-test score of the experimental group was 82.45% which was in the good category and the percentage of the average post-test score of the control group was 48.75% which was in the very poor category. The results of inferential statistical analysis using the t-test showed that $t_{count} = 17.97 > t_{table} = 2.02$ at a significance level of 5% with $dk = 49$, so H_0 was rejected and H_1 was accepted. Thus, it can be concluded that there is a significant influence of the APOS learning model assisted by crossword puzzle games on the mathematics learning outcomes of second-grade elementary school students on addition and subtraction materials.

Keywords: APOS, Crossword puzzle, learning outcomes, mathematics, elementary school