

Shofiyah, Nirwana. 2022. *"Efektivitas Pembelajaran Berbasis Etnomatematika Permainan Tradisional Engklek pada Materi Bangun Datar Kelas IV SDN 304 Gresik"* Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I : Umi Hanik, S.Pd., M.Pd., Pembimbing II : Agung Setyawan, S.Pd., M.Pd.

ABSTRAK

Skripsi ini bertujuan untuk menemukan alternatif pemecahan masalah mengenai kurangnya motivasi belajar siswa terhadap mata pelajaran matematika karena siswa menganggap matematika membosankan dan sukar dipahami. Penelitian ini menggunakan metode kuantitatif deskriptif. Pengambilan sampel menggunakan teknik sampling jenuh, Sampel penelitian sebanyak 21 siswa kelas IV SDN 304 Gresik. Data dikumpulkan menggunakan lembar observasi keterlaksanaan pembelajaran, lembar observasi aktivitas siswa, angket respon siswa dan tes. Hasil penelitian menunjukkan bahwa efektivitas pembelajaran berbasis etnomatematika permainan tradisional engklek memiliki pengaruh yang signifikan. Hasil analisis data keterlaksanaan pembelajaran diperoleh rata-rata presentase 88,8% dengan kategori sangat baik, aktivitas siswa diperoleh rata-rata presentase keaktifan sebesar 77,35% dengan kategori aktif, angket respon siswa diperoleh rata-rata presentase 84,76% dengan kategori sangat baik, dan hasil belajar siswa tuntas secara klasikal (memenuhi standar KKM yang telah ditentukan). Berdasarkan hasil pengujian hipotesis, maka dapat disimpulkan bahwa terdapat pengaruh positif yang signifikan pembelajaran berbasis etnomatematika permainan tradisional engklek, sehingga efektif diterapkan pada materi bangun datar kelas IV SDN 304 Gresik.

Kata Kunci : efektivitas, etnomatematika, permainan tradisional engklek

Shofiyah, Nirwana. 2022. "Effectiveness of Ethnomathematics-Based Learning in Traditional Ethnomathematical Games on Flat Building Materials for Class IV SDN 304 Gresik" Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor I : Umi Hanik, S.Pd., M.Pd., Supervisor II : Agung Setyawan, S.Pd., M.Pd

ABSTRACT

This thesis aims to find alternative solutions to problems lack of students motivation to learn mathematics because students think mathematics is boring and difficult to understand. This research uses descriptive quantitative method. Sampling using saturated sampling technique. The research sample was 21 fourth grade students at SDN 304 Gresik. Data were collected using learning implementation observation sheets, student activity observation sheets, student response questionnaires and tests. The results showed that the effectiveness of the ethnomathematics-based learning of the traditional engklek game had a significant effect. The results of the data analysis of the implementation of learning obtained an average percentage of 88.8% with a very good category, student activity obtained an average percentage of activeness of 77.35% with an active category, student response questionnaires obtained an average percentage of 84.76% with a category very good, and student learning outcomes are classically complete (meeting the predetermined KKM standards). Based on the results of hypothesis testing, it can be concluded that there is a significant positive effect on ethnomathematical learning based on the traditional engklek game, so that it is effectively applied to the fourth grade flat building material at SDN 304 Gresik.

Keywords: effectiveness, ethnomathematics, traditional engklek game