

Mamik, Mutam. 2022. *Pengembangan E-modul Berbasis Etnomatematika dalam Permainan Tradisional Kaca' pada Materi Bangun Datar Kelas IV SDN Karang Dalem 5 Sampang*. Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.  
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#### ABSTRAK

Pengembangan bahan ajar e-modul ini dilatarbelakangi masih memerlukan bahan ajar pendamping buku paket yang tentunya berkaitan dengan budaya terdekat di lingkungan siswa pada pembelajaran matematika di UPTD SDN Karang Dalem 5 Sampang, pengembangan ini bertujuan untuk mengetahui kevalidan, keefektifan dan kemenarikan bahan ajar e-modul berbasis etnomatematika permainan tradisional *kaca'*. Model yang digunakan pada pengembangan ini adalah model ADDIE. Pemerolehan hasil validasi para ahli yaitu 87,93% berkategori valid. Hasil keefektifan bahan ajar pada uji coba kelompok kecil aktivitas guru 95,65% berkategori sangat baik, aktivitas siswa 88,66% berkategori sangat baik dan ketuntasan hasil belajar siswa 100% berkategori sangat baik dan uji coba kelompok besar aktivitas guru 95,65% berkategori sangat baik, aktivitas siswa 96,75% berkategori sangat baik dan ketuntasan hasil belajar siswa 85% berkategori sangat baik. Uji kemenarikan bahan ajar, memperoleh hasil uji coba kelompok kecil angket respon guru 97,5% berkategori sangat baik, angket respon siswa 94,5% berkategori sangat baik dan uji coba kelompok besar angket respon guru 97,5% berkategori sangat baik, angket respon siswa 96,75% berkategori sangat baik. Berdasarkan data di atas dapat disimpulkan bahwa bahan ajar bahan ajar e-modul berbasis etnomatematika dalam permainan tradisional *kaca'* valid, efektif dan menarik.

**Kata Kunci:** E-modul, Etnomatematika, *Kaca'*.

Mamik, Mutam. 2022. *Development of E-modules Based on Ethnomathematics in Traditional Kaca' Games in Class IV SDN Karang Dalem 5 Sampang Flat Build Materials*. Faculty of Education, Universit of Trunojoyo Madura. Advisor. Rika Wulandari, S.Pd.,M.Pd.

### **ABSTRACT**

The background of the development of this e-module teaching material is that it still requires textbook companion teaching materials which are of course related to the closest culture in the student environment in learning mathematics at UPTD SDN Karang Dalem 5 Sampang. This development aims to determine the validity, effectiveness and attractiveness of e-learning materials. glass traditional game ethnomathematics based module. The model used in this development is the ADDIE model. The validation results obtained by the experts are 87.93% in the valid category. The results of the effectiveness of teaching materials in the small group trial of teacher activities are 95,65% in the very good category, 88,66% in the student activity in the very good category, and the completeness of student learning outcomes in the 100% category in the very good category and the large group trial for teacher activities in the 95.65% in the category very good, 96.75% of student activities are in the very good category and 85% of student learning outcomes are in the very good category. In the attractiveness test of teaching materials, the results of the small group trial of the teacher response questionnaire were 97.5% in the very good category, the student response questionnaire 94.5% in the very good category and the large group test in the teacher response questionnaire 97.5% in the very good category, the questionnaire 96.75% student responses are categorized as very good. Based on the data above, it can be concluded that the teaching materials of ethnomathematics-based e-module teaching materials in traditional glass games are valid, effective and interesting.

**Keywords:**, E-modules, ethnomathematics, *Kaca'*.