

Tri Azizah Ulfah, NIM 120611100101. Pengembangan Media Pembelajaran Permainan Kartu Uno Pada Pembelajaran Matematika Kelas IV Materi Satuan Panjang (Studi Pada Siswa Kelas 4 SD Negeri Bulutengger Lamongan). Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Dosen Pembimbing I Eva Ari Wahyuni, S.Pd., M.Si., pembimbing II Mohammad Edy Nurtamam, S.Pd., M.Si.

Abstrak

Media pembelajaran merupakan salah satu faktor penting dalam keberhasilan proses pembelajaran. Tujuan penelitian ini adalah untuk mengetahui kelayakan dan efektifitas media pembelajaran Permainan Kartu Uno dalam pembelajaran matematika materi satuan panjang kelas IV. Dengan media pembelajaran tujuan pembelajaran dapat tersampaikan dengan lebih baik. Penelitian ini menggunakan model 4D yang terdiri dari 4 tahapan *define, design, development* dan *dessiminate*. Instrumen dan media penelitian ini telah divalidasi oleh beberapa ahli yaitu ahli bahasa, ahli materi dan ahli media. Terdapat 3 uji coba penelitian yaitu uji coba perorangan, uji coba kelompok kecil, dan uji coba kelompok besar. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kelayakan media pembelajaran Permainan Kartu Uno menurut ahli bahasa adalah 83,33% (layak), ahli materi 95,23% (sangat layak), dan ahli media 87,50% (sangat layak). Efektivitas media pembelajaran Permainan Kartu Uno diukur dari segi proses yaitu pada uji perorangan 93,05% (sangat efektif), uji kelompok kecil 95,36% (sangat efektif), dan uji kelompok besar 95,36% (sangat efektif). Kemenarikan media pembelajaran Permainan Kartu Uno diukur menggunakan angket siswa dengan persentase uji perorangan 88,33% (sangat menarik), kelompok kecil 98,92% (sangat menarik), dan kelompok besar 98,92% (sangat menarik).

Kata kunci : Media Pembelajaran, Permainan Kartu Uno, Satuan Panjang, Model Pembelajaran 4D

Tri Azizah Ulfah, NIM 120611100101. The Development of *Game Uno Card* Instructional Media on the mathematics learning material unit length of class IV (Study on the Third Grade Students in SD Negeri Bulutengger Lamongan). Thesis. Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor I Eva Ari Wahyuni, S.Pd., M.Si., advisor II Mohammad Edy Nurtamam, S.Pd., M.Si.

ABSTRACT

Instructional media is one important factor in the success of the learning process because by using instructional media, the learning objectives can be delivered well. The purpose of this study was determine the feasibility and effectiveness of instructional media Uno Card Game in mathematics learning material unit length of class IV. With Instructional media learning objectives can be delivered better. This study uses 4D model which consists of four stages, such as define, design, development, and disseminate. Instruments and media research has been validated by some experts that are linguists, matter experts, and media experts. There are 3 research trial that individual trial, small grup trial, and large grup trial. Based on the results of the study, it is found that the feasibility percentage of the *games uno card* instructional media according to linguist is 83,33% (feasible), according to matter expert is 95,23% (very feasible), and according to media expert is 87,50% (very feasible). The effectiveness of the *games uno card* instructional media based on the process, such as individual test is 93,05% (very effective), small group test is 95,36% (very effective), and large group test is 95,36% (very effective). The attractiveness of the *games uno card* instructional media based on the students' questionnaire, such as individual test is 88,33% (very interesting), small group is 98,92% (very interesting), and large group is 98,92% (very interesting).

Keywords: Instructional Media, *Games Uno Card*, Satuan Panjang, 4D Instructional Media.