

Gesti Kinasih Hardhini. 2025. Pengembangan Media Pembelajaran Matematika Kartu Domino Pecahan (DOMICA) Pada Kelas V Di SDN Pojokkulon. Program Pendidikan Guru Sekolah Dasar. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing Rika Wulandari. S.Pd., M.Pd.

ABSTRAK

Tujuan Penelitian pengembangan ini untuk; (1) mengetahui kevalidan produk hasil pengembangan media pembelajaran Kartu Domino Pecahan (DOMICA), (2) mengetahui keefektifan produk hasil pengembangan media pembelajaran, (3) mengetahui kemenarikan produk hasil pengembangan media pembelajaran. Penelitian ini merupakan penelitian RnD (Research and Development). Model yang digunakan dalam penelitian ini adalah model ADDIE dengan uji coba kelompok kecil 5 siswa dan uji coba kelompok besar 12 siswa. Berdasarkan hasil penelitian yang telah dilakukan, didapatkan persentase kevalidan media pembelajaran diperoleh dari validator ahli media pembelajaran 90% dengan kategori “sangat valid”, ahli materi 75,5% kategori “valid”, dan ahli desain 93,3% kategori “sangat valid”. Persentase keefektifan dari media pembelajaran diperoleh dari observasi aktivitas guru dan siswa, hasil belajar siswa (kognitif). Hasil observasi aktivitas guru pada uji coba kelompok besar memperoleh 100% dengan kategori “sangat aktif”, aktivitas siswa pada uji coba kelompok besar memperoleh 95% dengan kategori “sangat aktif”, serta tes hasil belajar siswa pada uji coba kelompok besar dinyatakan tercapai mendapatkan nilai diatas KKTP 75 dan mendapatkan persentase sebesar 100% dalam kategori “tercapai”. Hasil dari kemenarikan media pembelajaran diperoleh dari angket respon siswa memperoleh 99,5% “sangat menarik”. Berdasarkan hasil penelitian maka media pembelajaran dikatakan valid, aktif dan menarik untuk digunakan dalam kegiatan belajar mengajar di kelas V SDN Pojokkulon Jombang.

Kata Kunci: Kartu Domino, Pecahan, Media Pembelajaran

Gesti Kinasih Hardhini. 2025. Development of Domino Fraction Card Mathematics Learning Media (DOMICA) in Grade V at SDN Pojokkulon. Elementary School Teacher Education Program. Faculty of Teacher Training and Education. Trunojoyo University, Madura. Supervisor Rika Wulandari. S.Pd., M.Pd.

ABSTRACT

The purpose of this development research is to; (1) determine the validity of the product resulting from the development of the Domino Fraction Card (DOMICA) learning media, (2) determine the effectiveness of the product resulting from the development of learning media, (3) determine the attractiveness of the product resulting from the development of learning media. This research is an RnD (Research and Development) research. The model used in this study is the ADDIE model with a small group trial of 5 students and a large group trial of 12 students. Based on the results of the research that has been conducted, the percentage of validity of the learning media obtained from the validator of the learning media expert is 90% with the category "very valid", material experts 75.5% category "valid", and design experts 93.3% category "very valid". The percentage of effectiveness of the learning media is obtained from observations of teacher and student activities, student learning outcomes (cognitive). The results of observations of teacher activity in large group trials obtained 100% with the category "very active", student activity in large group trials obtained 95% with the category "very active", and student learning outcome tests in large group trials were stated to have achieved a value above KKTP 75 and obtained a percentage of 100% in the category "achieved". The results of the attractiveness of learning media were obtained from student response questionnaires obtained 99.5% "very interesting". Based on the results of the study, the learning media is said to be valid, active and interesting to be used in teaching and learning activities in class V SDN Pojokkulon Jombang.

Keywords: *Domino Cards, Fractions, Learning Media*