

Luqmanul, Hakim. 2017. *Pengaruh metode Brain Gym terhadap pembelajaran Bahasa Indonesia materi menyimpulkan isi cerita anak dalam beberapa kalimat kelas V SDN Hendrosari*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Sulaiman, S.Pd., M.Pd, Pembimbing II: Ariesta kartika sari, S. Pd., M.Pd.

### **ABSTRAK**

Penelitian ini merupakan penelitian kuantitatif dengan menggunakan metode *Brain GYM*, penelitian ini dilaksanakan di kelas V SDN Hendrosari yang berjumlah 42 siswa yang terdiri dari kelas VA dan VB. Penelitian ini bertujuan untuk mengetahui pengaruh metode *Brain GYM* terhadap pembelajaran Bahasa Indonesia materi menyimpulkan isi cerita anak dalam beberapa kalimat. *Brain Gym* adalah serangkaian gerak yang sederhana untuk memudahkan kegiatan belajar dan penyesuaian dengan tuntutan sehari-hari. Teknik pengumpulan data dilakukan dengan mengumpulkan hasil lembar jawaban siswa dan menceritakan hasil pekerjaannya di depan kelas. 2) Ada pengaruh metode *Brain GYM* terhadap kemampuan bercerita siswa materi menyimpulkan isi cerita anak yaitu berdasarkan hasil penghitungan nilai  $t_{hitung}$  sebesar 8,697. Dengan  $t_{tabel} = t_{(0,05/2;21-2)} = 2,093$ . Dengan nilai  $t_{hitung}$  dan  $t_{tabel}$  diperoleh  $t_{hitung} > t_{tabel}$ , ini berarti  $H_0$  ditolak dan  $H_a$  diterima. Menunjukkan pembelajaran bahasa Indonesia dalam materi menyimpulkan isi cerita anak dengan menggunakan metode *Brain GYM* memberikan pengaruh yang signifikan terhadap kemampuan bercerita anak siswa kelas V SDN Hendrosari, 3) Angket respon siswa metode pembelajaran *Brain GYM* didapatkan nilai 76,43 % dengan kategori sangat merespon. Dapat disimpulkan siswa antusias, tertarik dan senang dalam mengikuti proses pembelajaran dengan menggunakan metode *Brain GYM*.

**Kata kunci :** *Metode Brain GYM, Isi Cerita, Cerita Anak, Kalimat*

Luqmanul, Hakim. 2017. *The Influence of Brain Gym Method Towards Indonesian Lesson Material Content of Children's Stories Conclude in a Few*

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#### ABSTRACT

This research is quantitative research with *Brain Gym* method, this reaearch was conducted in fifth grade students of hendrosari elementary school. The research subject were 42 students that consist of class VA and VB. The aims of this research is to know the influence of brain gym method towards indonesian lesson material content of children's stories conclude in a few sentences. *Brain GYM* is a series of simple movements to faciliate the learning and adjusting to the demands of the everyday. Technique of data collection obtained by collecting the answer sheets of each students and the student should retell the result of their work in front of class. There are influence of *Brain Gym* method on tell a story the students ability to conclude the material content of children's stories are based on the result of a calculation value  $t_{\text{count}} = 8,697$  with  $t_{\text{table}} = t_{(0,05/2;21-2)} = 2,093$  with  $t_{\text{count}}$  and  $t_{\text{table}}$  gained  $t_{\text{count}} > t_{\text{table}}$ . It meant that  $H_0$  was refused and  $H_a$  was accepted. It showed that indonesian lesson with *Brain Gym* method provides a significant influence children's story telling fifth grade students of hendrosari elementary school. Students questionnaire responses *Brain Gym* learning method obtained 76,43% with category are responding. It can be conclude that the students are enthusiastic, interesting, and happy in the learning process by using *Brain Gym* method.

Keywords: *Brain Gym method, Content Stories, Children Stories, Senten*