

Indah Dewi Mulyaningsih. 2017. *Pengembangan Media Pembelajaran Matematika Papan Permainan Sepak Bola Siswa Kelas II SDN Bancaran 2 Bangkalan*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Mohammad Edy Nurtamam, S.Pd., Msi. Pembimbing II: Umi Hanik., M.Pd.

ABSTRAK

Media pembelajaran merupakan alat bantu dalam penyampaian pesan atau informasi kepada peserta didik. Tujuan penelitian ini adalah untuk mengetahui kelayakan, efektifitas, dan ketertarikan media pembelajaran papan permainan sepak bola untuk kelas II. Penelitian pengembangan ini menggunakan model 4D yang terdiri dari 4 tahapan *define, design, development, dessiminate*.

Instrumen dan media pembelajaran ini divalidasi oleh 3 validator ahli bahasa, materi, dan media. Ujicoba dalam penelitian ini dilakukan sebanyak 3 kali yaitu, ujicoba perorangan, ujicoba kelompok kecil, ujicoba kelompok besar. Berdasarkan hasil penelitian pengembangan yang telah dilakukan hasil presentase kelayakan media dari validator ahli bahasa sebesar 90% (sangat layak), validator ahli materi sebesar 88%(sangat layak), validator media pembelajaran 80% (layak). Efektivitas media pembelajaran ditinjau dari lembar observasi aktivitas guru sebesar 93,3% (sangat efektif), ditinjau dari lembar observasi aktivitas siswa sebesar 95,9%(sangat efektif). Ketertarikan media pembelajaran sebesar 97,9%(sangat tertarik).

Hasil tersebut menunjukkan bahwa media pembelajaran papan permainan sepak bola sangat layak, efektif, dan siswa sangat tertarik sehingga sangat cocok sebagai media pembelajaran matematika.

Kata kunci: *Media Pembelajaran, Papan Permainan Sepak Bola, Materi Pembagian Dua Angka, Kelas 2, Model 4D.*

Indah Dewi Mulyaningsih. 2017. *Development of Mathematics Media Learning Football Game Board For Second Grade Students of SDN Bancaran 2 Bangkalan*. Thesis. Elementary School Teacher Education Study Program. Faculty of Education. University of Trunojoyo Madura. Advisor I: Mohammad Edy Nurtamam, S.Pd., Msi. Advisor II: Umi Hanik., M.Pd.

ABSTRACT

Learning media is a helping tool in delivering messages or information to learners. The research aim to understand the feasibility, effectiveness, and interest of learning media that is football game board for the second grade. This development research uses 4D model consisting of 4 stages that are define, design, development, dessiminate.

This instrument and learning medium is validated by 3 validators of linguists, materials, and media. The tests in this study were conducted in 3 times, they are individual trials, small group trials, and large group trials. Based on the result of the development research that has been done shows that the media feasibility percentage from the language expert validator was 90% (very feasible), material expert validator was 88% (very feasible), validator of learning media was 80% (feasible). The effectiveness of instructional media was observed from the observation sheet of teacher activity 93,3% (very effective), observed from student activity observation sheet equal to 95,9% (very effective). The attractiveness of instructional media was 97.9% (very interesting).

The result of this research shows that the learning media football game board was very feasible, effective, and students was very interested so it is suitable as a medium of learning mathematics.

Keywords: *Learning Media, Football Game Board, Two-Figures Division, second grade, 4D Model.*