

Aminatus Sholihah. 2025. *Pengembangan Ensiklopedia Berbasis Etnomatematika Permainan Tanjan Pada Materi Luas dan Keliling Bangun Datar Siswa Kelas V UPTD SDN Kraton 5 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Rika Wulandari, S. Pd., M. Pd.

ABSTRAK

Tujuan penelitian dan pengembangan ini adalah untuk mengembangkan ensiklopedia berbasis etnomatematika permainan *tanjan* yang valid, efektif, dan menarik untuk siswa kelas V Sekolah Dasar pada materi bangun datar. Penelitian ini menggunakan model pengembangan 4D yang terdiri dari *Define*, *Design*, *Development*, dan *Dissemination*. Berdasarkan penelitian tersebut didapatkan hasil kevalidan pada: (1) ahli bahan ajar sebesar 91% (sangat valid), (2) ahli materi sebesar 83% (valid), (3) ahli desain pembelajaran sebesar 90% (sangat valid), dan ahli bahasa sebesar 90% (sangat valid). Sedangkan untuk keefektifan ensiklopedia yang didapatkan dari observasi aktivitas guru diperoleh persentase sebesar 95% (aktif), aktivitas siswa diperoleh persentase sebesar 92% (aktif) dan ketercapaian klasikal hasil belajar siswa diperoleh persentase sebesar 100%. Kemenarikan ensiklopedia didapatkan dari hasil angket respon guru diperoleh persentase sebesar 92% (sangat menarik) dan angket respon siswa memperoleh persentase sebesar 89% (sangat menarik). Hal tersebut menunjukkan bahwa ensiklopedia dinyatakan valid, efektif, dan menarik untuk digunakan dalam proses pembelajaran.

Kata-kata kunci: ensiklopedia, etnomatematika, permainan tanjan, bangun datar, bahan ajar, kelas V.

Aminatus Sholihah. 2025. *Development of an Ethnomathematics-Based Encyclopedia of Tanjan Games on the Area and Perimeter of Flat Shapes for Fifth Grade Students of UPTD SDN Kraton 5 Bangkalan*. Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University Madura. Advisor: Rika Wulandari, S. Pd., M. Pd.

ABSTRACT

The purpose of research and development is to develop an ethnomathematics-based encyclopedia of tanjan games that is valid, effective, and interesting for fifth grade elementary school students on flat building material. This research uses a 4D development model consisting of Define, Design, Development, and Dissemination. Based on the research, the results of validity were obtained in: (1) teaching material experts of 91% (very valid), (2) material experts of 83% (valid), (3) learning design experts of 90% (very valid), and language experts of 90% (very valid). While for the effectiveness of the encyclopedia obtained from observations of teacher activities, the percentage was 95% (active), student activities were 92% (active) and classical achievement of student learning outcomes was 100%. The attractiveness of the encyclopedia was obtained from the results of the teacher response questionnaire, the percentage was 92% (very interesting) and the student response questionnaire was 89% (very interesting). This shows that the encyclopedia is valid, effective, and interesting to use in the learning process.

Keywords: *encyclopedia, ethnomathematics, tanjan game, flat shapes, teaching materials, grade V.*