

Lugianto. 2017. 130611100233. *Pengembangan Media Kartu Domino dalam Pembelajaran Matematika Kelas IV SD Materi Pecahan Senilai*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Mohammad Edy Nurtamam, S.Pd., M.Si. Pembimbing II: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh kurangnya penggunaan media pembelajaran dalam pembelajaran matematika. Guru terbiasa menggunakan metode ceramah dan tanya jawab dalam pembelajaran, sehingga membuat siswa menjadi bosan dan perhatian terhadap pelajaran menjadi berkurang. Solusi yang digunakan untuk mengatasi permasalahan tersebut, yaitu dengan mengembangkan media kartu domino dalam pembelajaran matematika materi pecahan senilai. Penelitian ini bertujuan untuk mengembangkan media kartu domino dalam pembelajaran matematika materi pecahan senilai yang layak dan efektif. Penelitian dan pengembangan ini menggunakan model Sugiyono yang mengadaptasi dari model Borg & Gall. Subjek dari uji coba pemakaian adalah 20 siswa kelas IV SDN Tanjungjati 2. Hasil penelitian menunjukkan, bahwa media kartu domino sangat layak dan sangat efektif digunakan sebagai media pembelajaran matematika materi pecahan senilai. Kelayakan ditunjukkan dari validasi para ahli yang memperoleh rata-rata nilai proses validasi sebesar 83,48%, sehingga menunjukkan kualifikasi sangat valid, artinya media sangat layak untuk digunakan. Keefektifan ditunjukkan dari hasil uji coba pemakaian, yang memperoleh nilai proses observasi guru sebesar 92,64%, rata-rata nilai proses observasi aktivitas siswa sebesar 86,24%, dan rata-rata nilai proses respon siswa sebesar 93%, sehingga menunjukkan kualifikasi sangat aktif dan sangat baik, artinya media sangat efektif untuk digunakan.

Kata kunci: *Pengembangan, Media Kartu Domino, Matematika, Pecahan Senilai*

Lugianto. 2017. 130611100233. *The Development of Domino Card as a Media for Teaching Fractional in Mathematics Learning to the 4th Grade of Elementary School on Fractional Worth Material*. A thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor 1: Mohammad Edy Nurtamam, S.Pd., M.Si. Advisor 2: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

This research is motivated by the lack of use of learning media in mathematics learning. The teachers are accustomed to using lecture and question-answer methods on teaching learning process, as a consequence students become bored and the students attention to the subject matter becomes lessened. The solution that is used to overcome the problem is by developing the domino card media in the mathematics subject of fractional worth material. This study aims to develop domino card media in mathematics subject of fractional worth material is feasible and effective. This study and development using Sugiyono model that adapted from Borg & Gall model. The subject of this study is usage 20 student at Tanjungjati 2 Primary School of IV grade. The results showed, that the domino card media is very feasible and effective to be used as a medium of learning mathematics on fractional worth material. Eligibility is shown, from the validation results of experts who obtain the average value validation process of 83,48%, with the result that qualification is very valid, it means the media is very feasible to use. The effectiveness is shown from the result of trial usage, which obtained the value of the process observation of teachers amounted to 92.64%, the average value of observation process of student activity is 86.24%, and the average value of the student's response process is 93%, thus showing very active and excellent qualification, it means that is media is very effective to use.

Keywords: Development, Domino Card Media, Mathematics, Fractional Worth