

Suaidi. 2015. *Pengaruh Pembelajaran Menggunakan Media Visual Dengan Roda Matematika Terhadap Hasil Belajar Matematika Siswa SDN Mlajah 2 Bangkalan*. Skripsi, Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Ariesta Kartika Sari, S.Si,M.Pd, Pembimbing II: Moh. Edy Nurtamam, S. Pd., M. Si

ABSTRAK

Penelitian ini merupakan penelitian kuantitatif dengan menggunakan metode *true experimental design*, penelitian ini dilaksanakan di kelas V SDN Mlajah 2 Bangkalan yang berjumlah 56 siswa. Pengambilan sampel dilakukan secara random. Penelitian ini bertujuan untuk mengetahui pengaruh pembelajaran menggunakan media terhadap hasil belajar matematika siswa. Teknik pengumpulan data dilakukan dengan metode tes dan angket. Hasil penelitian menunjukkan hasil validasi, 1) persentase rata-rata hasil validasi media roda matematika yaitu 83%, persentase rata-rata hasil validasi tes hasil belajar yaitu 87%, dan persentase rata-rata hasil validasi RPP yaitu 82%. Sehingga dapat disimpulkan perangkat pembelajaran sangat layak digunakan, 2) Ada pengaruh pembelajaran terhadap hasil belajar matematika siswa yaitu berdasarkan hasil penghitungan uji t, maka diperoleh nilai t_{hitung} sebesar 4,860. Dengan $t_{tabel} = t_{(\alpha/2, n-2)} = 2,056$. Dengan nilai t_{hitung} dan t_{tabel} diperoleh $t_{hitung} > t_{tabel}$, ini berarti H_0 ditolak dan H_a diterima. Menunjukkan pembelajaran dengan menggunakan media roda matematika memberikan pengaruh yang signifikan terhadap hasil belajar matematika siswa kelas V SDN Mlajah 2 Bangkalan. Tingkat ketuntasan siswa di kelas eksperimen yaitu 96%, sedangkan di kelas kontrol yaitu 74%, 3) angket motivasi siswa terhadap pembelajaran menggunakan media roda matematika didapatkan nilai rata-rata persentase yaitu 80,4%. Dapat disimpulkan siswa tertarik dan senang dalam mengikuti proses pembelajaran dengan menggunakan media roda matematika.

Kata kunci : Kemampuan matematika, bangun datar, media roda matematika.

Suaidi. 2015. Learning Effect Of Visual Media Implementation Through Mathematic Wheels On Students Mathematic Learnig Outcome At SDN Mlajah 2 Bangkalan Region. Undergraduate Thesis, Elementary School Teacher Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Advisor I: Ariesta Kartika Sari, S.Si., M.Pd. Advisor II: Moh. Edy Nurtamam, S.Pd., M.Si.

ABSTRACT

The study belongs to quantitative method by using true experimental design. The study is implemented on V grade of SDN Mlajah 2, bangkalan region as many as 56 students. Sample collecting is conducted randomly. The purpose of the study is to determine the learning effect of media implementation on students learning outcome. Data collecting technique applied are questionnaire and examination method. The results of the study are; 1) the average percentage of validation result on mathematics wheel media is 83%, the average percentage of validation result on learning outcome examination is 87% and the average percentage of RPP validation result is 82%. It concludes that the learning media is in proper condition for use. 2) there is an influence of learning on students mathematic learning outcome based on the measurment of t test. It obtains the value of t_{count} as 4,860 within $t_{table} = t_{(\alpha/2, n-2)} = 2,056$. By considering the value of t_{count} and t_{count} is $t_{count} > t_{count}$, it means H_0 is rejected and H_a is accepted. The conclusion is learning through media, especially on mathematics wheel instrument shows the significant influence on the students learning outcome in mathematics at V grade, SDN Mlajah 2 Bangkalan. The level of student completeness in experimental class is 96%, while in control class is 74%. 3) questionnaire of students motivation on learning through mathematics wheel media obtains the average percentage value of 80,4%. It concludes that students interested and pleased in following the learning process through mathematics wheel instrument.

Keywords: *Mathematics skill, two-dimentional figure, mathematics wheel media.*