

Pindu Suprapti. 2017. *Pengembangan media karambol matematika pada materi pokok pecahan sederhana kelas III*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Mohammad Edy Nurtamam, S.Pd., M.Si, Pembimbing II Indah Setyo Wardhani, S.Pd., M.Si.

ABSTRAK

Penelitian pengembangan bertujuan untuk menghasilkan media karambol matematika pada materi pokok pecahan sederhana kelas III dan untuk mengetahui kelayakan, keefektifan dan ketertarikan siswa pada media karambol matematika. Penelitian pengembangan ini menggunakan model pengembangan Borg and Gall. Langkah-langkah pengembangan ini yaitu 1) Identifikasi masalah, 2) Pengumpulan informasi, 3) Desain Produk, 4) Validasi desain, 5) Perbaikan desain, 6) Uji coba produk, 7) Revisi produk, 8) Uji coba pemakaian, 9) Revisi produk tahap akhir, 10) Produksi massal. Penelitian ini dilaksanakan di kelas III SD Negeri Gili Timur 2. Media yang dikembangkan diuji kelayakannya melalui validasi ahli yaitu ahli desain, ahli materi dan ahli media. Subjek penelitian uji kelompok kecil berjumlah 8 siswa dan uji coba kelompok besar 20 siswa. Hasil penelitian pengembangan menunjukkan skor total validasi ahli desain, validasi ahli materi dan validasi ahli media memperoleh skor 83% (layak). Efektivitas media pembelajaran ditinjau dari lembar observasi guru memperoleh skor 90% (sangat efektif). dan ditinjau dari aktivitas siswa memperoleh skor 89,7% (sangat efektif). Ketertarikan siswa terhadap media ditinjau dari angket respon siswa memperoleh skor 93,75% (sangat tertarik). Berdasarkan hasil tersebut menunjukkan bahwa media karambol matematika layak, efektif dan siswa tertarik sehingga media dapat digunakan sebagai media pembelajaran di Sekolah Dasar.

Kata kunci: *Pengembangan, Karambol matematika, Materi pecahan sederhana, Kelas 3, Model Borg and Gall*

Pindu Suprapti. 2017. The development of media carrom games inmath on subject matter of fractions for third grade. Thesis, Elemantary School Teacher Education Study Program. Faculty of Education. University of Trunojoyo Madura. Advisor I Mohammad Edy Nurtamam, S.Pd., M.Si, Advisor II Indah Setyo Wardhani, S.Pd.,M.Si.

ABSTRACT

This research to develop of carrom games media aims to produce mathematics on subject matter of simple fractions for third grade and to know the feasibility, effectiveness and student interest in carrom games media mathematic. The research on this model to develop by using the Borg and Gall. The steps of this development namely 1) problem identification, 2) giving more information, 3) product design, 4) design Validation, 5) design Improvement, 6) product trials, 7) Revision products, 8) trial usage, 9) Revision late stage products, 10) Mass Production. This research was carried out in class third grade SD Negeri Gili East 2. Media developed tested disqualified through expert validation i.e. expert design, material and media experts. The subject test amounted to a small group of 8 students and test large groups of 20 students. The results of the study show that the total score development validation design expert are, expert validation material and media experts validai won score 83% (worth). The effectiveness of learning media observation sheet teacher won score 90% (very effective). and in terms of the activity of the students won score 89.7% (very effective). The interest of students towards and terms of media response students obtain score 93.75% (very interested). Based on those results demonstrated that viable mathematical carrom games media, effective and could media so interested students are used as media of instruction in elementary school.

Key words: *development, Carrom games simple fractional mathematics, material, third grade, Model Borg and Gall*