

ABSTRAK

Penelitian ini bertujuan untuk meningkatkan prestasi belajar siswa dalam pelajaran Matematika mengenai operasi bilangan dengan metode permainan. Penelitian ini berguna bagi guru, untuk meningkatkan prestasi belajar di kelas. Bagi siswa sangat berpengaruh dalam hal memahami pokok bahasan operasi bilangan. Dan bagi sekolah, untuk meningkatkan proses pembelajaran.

Penelitian ini menggunakan metode permainan. Metode permainan dirasa cocok untuk dunia anak, khususnya anak kelas I. Dengan bermain bersama teman sebaya diharapkan mereka dapat menemukan dunianya untuk mulai bersosialisasi mengenal orang lain. Langkah-langkah permainan ini diawali dengan menukarkan kartu puluhan dan satuan. Kertas puluhan dan satuan dipilih warna yang berbeda. Siswa membawa minimal 10 katu puluhan dan 20 kartu satuan. Satu kartu puluhan harus ditukar dengan sepuluh kartu satuan.

Metode permainan menukarkan kartu puluhan dengan kartu satuan tersebut sungguh amat bermanfaat, khususnya bagi siswa kelas I SD Marsudirini yang baru pertama kali menghitung bilangan, khususnya dalam hal pengurangan dengan bilangan satuan yang dikurangi lebih kecil dari bilangan pengurangnya.

Metode bermain dianggap paling cocok, untuk meningkatkan prestasi belajar Matematika siswa kelas I SD. Peningkatan prestasi dapat dilihat dari kenaikan ketuntasan. Keadaan kondisi awal dari 27 siswa tuntas 5 siswa (18,51%). Sedangkan di siklus ke II sudah meningkat. Keadaan ketuntasan setelah siklus ke II dari 27 siswa tuntas 26 siswa (96,29%). Untuk memunculkan hal-hal yang berguna tersebut diperlukan pendampingan dari orang yang lebih dewasa yang dapat memfasilitasi kegiatan bermain sehingga anak dapat belajar mengerti fungsi dan arti bermain.

Kata kunci : prestasi, operasi bilangan, media permainan

ABSTRACT

The research is aimed to improve the students' learning achievement in Mathematics in relationship with number operations using game method. The research is useful for teachers in order to improve learning achievement in the class. It is also useful for the students to understand the learning material about number operations. In the other side, it can develop the whole learning process at school.

Game method is used in this research. It is considered to be appropriate applied in the children world, especially the first year students of elementary school. Through playing game with their friends, they are expected to explore their world as starting to socialize themselves with the society. The steps in the game begin by exchanging the card number of units and those of tens. The papers with the numbers of units are different in color with those of tens. At least each student has 10 cards number of tens and 20 cards number of units. One card number of tens has to be exchanged with ten cards number of units.

The game method held by exchanging card number of tens with those of units is very useful indeed, especially for the first year students of SD Marsudirini, in which they have just begun to recognize how to calculate numbers such as reduction with numbers of units.

Game method is considered to be the most appropriate in the effort to improve the first year students' learning achievement in Mathematics. The increase in their achievement can be seen from the increase in their final achievement. At the beginning, there are 5 students (18.51%) from 27 students who successfully achieved the target. In the second cycle of the research, there is an increase in the amount of the students who reached the target to be 26 students (96.29%). In order to produce the best result in the application of the game method, guidance from the adults is required, in which they are expected to facilitate the activity so that the children understand the significance and function of playing.

Key word: achievement, number operations, game media.