

ABSTRAK

PENINGKATAN MOTIVASI DAN KEMAMPUAN BERHITUNG MENGGUNAKAN MEDIA *MONTESSORI STAMP GAME* MATERI PEMBAGIAN SISWA KELAS IV SDN REJOWINANGUN III

Rosa Artchika Eriawati

Universitas Sanata Dharma

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Penelitian ini dilatarbelakangi oleh rendahnya motivasi dan kemampuan berhitung siswa kelas IV SDN Rejowinangun III pada materi pembagian bilangan cacah sampai 100. Kondisi tersebut didapat dari hasil wawancara dengan guru kelas, melakukan observasi pembelajaran, kuesioner motivasi belajar siswa, serta analisis hasil kemampuan berhitung siswa. Pembelajaran yang abstrak dan minim penggunaan media konkret menyebabkan siswa tidak antusias dalam mengikuti pembelajaran. Oleh karena itu, penelitian ini bertujuan untuk meningkatkan motivasi dan kemampuan berhitung pada materi pembagian bilangan cacah sampai 100 melalui penggunaan media *Montessori Stamp Game*.

Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) dua siklus, dengan subjek penelitian adalah siswa kelas IV SDN Rejowinangun III tahun ajaran 2025/2026. Teknik pengumpulan data melalui observasi, kuesioner motivasi belajar, tes kemampuan berhitung, dan dokumentasi serta analisis secara deskriptif kuantitatif.

Hasil penelitian menunjukkan bahwa: 1) penggunaan media *Montessori Stamp Game* mampu meningkatkan motivasi dan kemampuan berhitung siswa kelas IV SDN Rejowinangun III; 2) motivasi belajar siswa mengalami peningkatan dari skor rata-rata 45,71 pada kondisi awal menjadi 69,08 pada siklus I dan menjadi 86,19 pada siklus II; 3) kemampuan berhitung siswa mengalami peningkatan, ditunjukkan oleh nilai rata-rata dari 62,00 dengan ketuntasan 20% pada kondisi awal menjadi 68,66 dengan ketuntasan 55% pada siklus I dan 83,33 dengan ketuntasan 90% pada siklus II; 4) efektivitas penggunaan media *Montessori Stamp Game* diperkuat oleh hasil analisis *N-Gain Score* dengan kategori tinggi (0,7) untuk motivasi belajar dan kemampuan berhitung.

Kata kunci: Media *Montessori Stamp Game*, Motivasi Belajar, Kemampuan Berhitung

ABSTRACT***IMPROVING STUDENTS' MOTIVATION AND ARITHMETIC SKILLS THROUGH MONTESSORI STAMP GAME MEDIA ON DIVISION TOPICS FOR FOURTH GRADE STUDENTS AT SDN REJOWINANGUN III***

Rosa Artchika Eriawati

Sanata Dharma University

2026

This study was motivated by the low motivation and arithmetic skills of fourth-grade students at SDN Rejowinangun III in the division of whole numbers up to 100. This condition was identified based on interviews with the classroom teacher, classroom observations, student learning motivation questionnaires, and an analysis of students' arithmetic skills. The abstract learning process and the lack of concrete media implementation caused students to be unenthusiastic during lessons. Therefore, this study aims to improve motivation and arithmetic skills in the division of whole numbers up to 100 through the use of the Montessori Stamp Game media.

This study was a Classroom Action Research (CAR) conducted in two cycles. The subjects of this research were the fourth-grade students of SDN Rejowinangun III in the 2025/2026 academic year. Data collection techniques included observations, learning motivation questionnaires, arithmetic skill tests, and documentation, which were then analyzed using descriptive quantitative analysis.

The results of the study indicated that: 1) the use of Montessori Stamp Game media successfully improved the motivation and arithmetic skills of fourth-grade students at SDN Rejowinangun III; 2) students' learning motivation increased from an initial average score of 45.71 to 69.08 in Cycle I, and further rose to 86.19 in Cycle II; 3) students' arithmetic skills showed significant improvement, as evidenced by the increase in the average score from 62.00 with a 20% mastery rate in the initial condition, to 68.66 with a 55% mastery rate in Cycle I, and reaching 83.33 with a 90% mastery rate in Cycle II; and 4) the effectiveness of using the Montessori Stamp Game media was strongly supported by the N-Gain Score analysis, which fell into the high category (0.7) for both learning motivation and arithmetic skills.

Keywords: *Montessori Stamp Game Media, Learning Motivation, Arithmetic Skills.*