

ABSTRAK

EFEKTIVITAS PEMBELAJARAN BERBASIS ETNOMATEMATIKA “PERMAINAN ENKLEK” TERHADAP PEMAHAMAN KONSEP GEOMETRI PADA PESERTA DIDIK KELAS IV SEKOLAH DASAR

Oleh

NADIA SALSABILA ADZKIA

Penelitian ini membahas permasalahan yang berkaitan dengan kurangnya pemahaman konsep geometri peserta didik kelas IV SD Negeri 18 Tegineneng. Kurangnya pemahaman konsep geometri disebabkan oleh proses pembelajaran matematika yang belum menerapkan model dan media pembelajaran yang inovatif, kreatif, dan bersifat realistik. Penelitian ini bertujuan untuk mengetahui efektivitas pembelajaran etnomatematika “permainan engklek” dalam meningkatkan pemahaman konsep geometri peserta didik kelas IV SDN 18 Tegineneng. Metode penelitian yang digunakan dalam penelitian ini menggunakan metode eksperimen semu (*quasi experimental design*) dengan desain penelitian yaitu *non-equivalent control group design*. Sampel penelitian ini berjumlah 43 peserta didik. Penentuan sampel penelitian menggunakan teknik *nonprobability sampling*. Teknik pengumpulan data menggunakan tes dan non tes, berupa wawancara, lembar observasi dan dokumentasi. Teknik analisis data pada penelitian ini menggunakan uji N-gain, uji t, dan uji *effect size*. Hasil Uji N-gain adalah sebesar 0,57 yang termasuk kategori sedang, kemudian hasil perhitungan uji t yaitu $p\text{ value } 0,00 < \text{ taraf signifikansi } 0,05$, yang berarti H_a diterima dan H_o ditolak, serta hasil perhitungan *uji effect size* yaitu 2,463 yang termasuk kategori besar. Berdasarkan hasil analisis data penelitian tersebut maka dapat disimpulkan bahwa penggunaan model pembelajaran etnomatematika “permainan engklek” efektif dalam meningkatkan pemahaman konsep geometri peserta didik kelas IV sekolah dasar.

Kata kunci: efektivitas pembelajaran, etnomatematika, pemahaman konsep geometri, permainan engklek

ABSTRACT

THE EFFECTIVENESS OF ETHNOMATHEMATICS BASED LEARNING "ENGKLEK GAME" AGAINST COMPREHENSION GEOMETRY CONCEPTS IN LEARNERS GRADE IV ELEMENTARY SCHOOL

By

NADIA SALSABILA ADZKIA

This research discusses problems related to the lack of understanding of geometry concepts of fourth grade students at SD Negeri 18 Tegineneng. Lack of understanding of geometry concepts caused by the mathematics learning process that has not applied innovative, creative, and realistic learning models and media. This study aims to determine the effectiveness of ethnomathematics learning "engklek game" in improving the understanding of geometry concepts of grade IV students of SDN 18 Tegineneng. The research method used in this study using a quasi experimental design with a research design, namely non-equivalent control group design. The sample of this study amounted to 43 students. Determination of the research samples using non probability sampling technique. Data collection techniques using tests, interviews, observation sheets, and documentation. Data collection techniques use tests and non-tests, in the form of interviews, observation sheets, and documentation. Data analysis techniques in this study using N-gain test, t test, and effect size test. The result of the N-Gain test was 0,57 which was included in the medium category, then the result of the t-test was t test calculation p value $0,00 < \alpha$ a significance level of 0,05, which means H_a was accepted and H_o was rejected, and the result of the calculation of the effect size test was 2,463 which was included in the large category. Based on the results of the research data analysis, it can be concluded that use of the ethnomathematical learning model "engklek game" was effective in improving the understanding of geometry concepts of elementary school fourth grade students.

Keywords: learning effectiveness, ethnomathematics, understanding of geometry concepts, engklek game,