

ABSTRAK

PENGARUH MODEL *PROBLEM-BASED LEARNING* BERBANTUAN MEDIA PERMAINAN ULAR TANGGA TERHADAP KEMAMPUAN NUMERASI PESERTA DIDIK KELAS IV SD NEGERI 6 METRO UTARA

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Masalah dalam penelitian ini adalah rendahnya kemampuan numerasi yang dimiliki peserta didik kelas IV SD Negeri 6 Metro Utara. Penelitian ini bertujuan untuk mengetahui adanya pengaruh model *problem-based learning* berbantuan media permainan ular tangga terhadap kemampuan numerasi peserta didik. Penelitian ini adalah penelitian kuantitatif dengan jenis eksperimen. Desain yang digunakan yaitu eksperimen semu dengan *nonequivalent control group design*. Populasi berjumlah 52 orang peserta didik, dan sampel 52 orang peserta didik. Penentuan sampel penelitian menggunakan *purposive sampling*. Teknik pengumpulan data yang digunakan yaitu observasi, wawancara, dokumentasi, dan tes. Pengolahan data menggunakan rumus chi kuadrat, uji-F, dan regresi linier sederhana yang menunjukkan hasil bahwa terdapat pengaruh yang signifikan pada penerapan model *problem-based learning* berbantuan media permainan ular tangga terhadap kemampuan numerasi peserta didik kelas IV SD Negeri 6 Metro Utara.

Kata Kunci: kemampuan numerasi, media ular tangga, *problem-based learning*

ABSTRAK

THE EFFECT OF PROBLEM BASED-LEARNING MODEL USED BY SNAKES AND LADDER GAME MEDIA ON STUDENTS' NUMERACY ABILITY IN CLASS IV OF STATE ELEMENTARY SCHOOL 6 METRO UTARA

By

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The problem in this study was the low numeracy skills of fourth-grade students at SD Negeri 6 Metro Utara. This study aimed to determine the effect of the problem-based learning model assisted by the snakes and ladders game media on students' numeracy skills. The research was a quantitative study with an experimental approach. The design used a quasi-experiment with a nonequivalent control group design. The population consisted of 52 students, all of whom were selected as the sample using purposive sampling. Data collection techniques included observation, interviews, documentation, and tests. Data analysis was conducted using the chi-square formula, F-test, and simple linear regression. The results showed that the implementation of the problem-based learning model assisted by the snakes and ladders game media had a significant effect on the numeracy skills of fourth-grade students at SD Negeri 6 Metro Utara.

Keywords: numeracy skills, problem-based learning, snake and ladder media