

ABSTRAK

Asri, Nuva. 2020. Pengembangan Permainan Tradisional *Beklan* Pada Pembelajaran Matematika Materi Perkalian Dasar Kelas II Sekolah Dasar. Skripsi Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Wiraraja. Pembimbing: (I) Tita Tanjung Sari, S.Pd., M.Pd, (II) Nisfil Maghfiroh Meita, M.Pd

Siswa kurang bersemangat dalam menerima pelajaran secara langsung, sehingga berpengaruh terhadap tingkat kognitif anak. Penelitian ini bertujuan untuk menerapkan pengembangan permainan tradisional *beklan* dan respon siswa saat pembelajaran matematika materi perkalian dasar kelas II Sekolah dasar. Penelitian ini menggunakan model pengembangan *Research and Development (R&D)* 4D dari thiagarajan yang telah diadaptasi menjadi 3D yaitu Tahap pendefinisian (*define*), Tahap perancangan (*design*), Tahap pengembangan (*development*). Instrumen pengambilan yang digunakan dalam penelitian ini adalah lembar validasi materi mendapatkan persentase 100%, validasi konsep mendapatkan persentase 100% dan validasi keterlaksanaan mendapat persentase 100% dengan kategori sangat layak. Uji coba dalam penelitian ini dilakukan pada siswa kelas II sekolah dasar yang berjumlah 5 orang. Hasil angket respon siswa mendapat kategori sangat baik dengan persentase 85%. Dari hasil uji coba penelitian ini menunjukkan bahwa pengembangan permainan tradisional *beklan* layak digunakan.

Kata kunci: Pengembangan, Permainan tradisional *beklan*, Perkalian

ABSTRACT

Asri, Nuva. 2020. Development of Beklan Traditional Games in Mathematics Learning Elementary Multiplication Material for Class II Elementary Schools. Thesis, Primary School Teacher Education Study Program, Teacher Training and Education Faculty, Wiraraja University. Advisors: (I) Tita Tanjung Sari, S.Pd., M.Pd, (II) Nisfil Maghfiroh Meita, M.Pd

Students are less qualified in receiving lessons directly, so it affects the level of children's cognitive. This research aims to implement traditional game development of Beklan and student response when learning Math basic multiplication material Grade II elementary School. This research uses Research and Development model (R&D) 4D from Thiagarajan which has been adapted into 3D which is the definition stage (define), the design phase, the development stage (development). The retrieval instruments used in this study are material validation sheets get a percentage of 100%, the validation concept gets a percentage of 100% and validation of the implementation gets a percentage of 100% with very decent categories. The trial in the study was conducted on elementary school grade II students numbering 5 people. The results of the student response poll got a very good category with a percentage of 85%. From the results of the test trials showed that traditional game development beklan worth using.

Keywords: *development, traditional game beklan, multiplication*