

ABSTRAK

Masyanto. 2020. Pengembangan Permainan Kartu Domino Berbasis *Local Culture* Untuk Melatih Kemampuan Berhitung Siswa Pada Tema 3 Kelas II Sekolah Dasar. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Wiraraja. Pembimbing: (1) Tita Tanjung Sari, S.Pd.,M.Pd, (2) Nisfil Maghfiroh Meita, S.Pd.,M.Pd.

Penelitian ini dilakukan karena kurangnya fasilitas media belajar, metode belajar yang kurang bervariasi, dan rendahnya kemampuan berhitung siswa. Pada proses belajar di sekolah hanya mengandalkan buku saja tanpa adanya variasi belajar dan fasilitas lain yang dapat menunjang keberhasilan belajar siswa. Penelitian ini bertujuan untuk menghasilkan produk permainan kartu domino yang dimodifikasi, mengetahui tingkat kelayakan, dan mengkaji respon siswa kelas II terhadap produk permainan kartu domino berbasis *local culture*. Jenis penelitian ini yaitu penelitian pengembangan (*Research and Development*) dengan menggunakan 10 tahap prosedural yang diadaptasi dari Sugiyono (2017), namun karena keterbatasan waktu, biaya, dan adanya pandemi covid-19 penelitian ini hanya menggunakan 7 tahapan yang meliputi potensi dan masalah, pengumpulan data, desain produk, validasi desain, revisi desain, uji coba produk, dan revisi produk. Instrumen pengumpulan data yang digunakan adalah lembar wawancara siswa, lembar keterlaksanaan permainan, lembar observasi uji coba, lembar kuesioner respon siswa, dan lembar validasi produk yang terdiri dari validasi konten/isi, desain, penggunaan dan penyajian dimana ketiganya memperoleh persentase 100% dengan kriteria sangat sesuai dan tidak revisi. Tahap uji coba produk dilakukan sangat terbatas yaitu 4 siswa kelas II di Desa Patean Kecamatan Batuan Kabupaten Sumenep, hal ini dikarenakan adanya pandemi covid-19. Hasil dari kuesioner respon siswa memperoleh persentase 96,2% dengan kriteria sangat baik. Jadi hasil penelitian menunjukkan bahwa pengembangan permainan kartu domino berbasis *local culture* untuk melatih kemampuan berhitung siswa layak digunakan sebagai media pada proses pembelajaran.

Kata kunci: Permainan Kartu Domino, Local Culture, Kemampuan Berhitung

ABSTRACT

Masyanto. 2020. *The Development Of Peek Based Domino Card Games To Train The Ability To Number Students On The 3rd Grade Elementary School Theme. Thesis, Elementary School Education Studies, Teacher And Study School, Directional Universities. Mentor: (1) Tita Tanjung Sari, S.Pd.,M.Pd, (2) Nisfil Maghfiroh Meita, S.Pd.,M.Pd.*

The study was conducted on account of the lack of educational facilities, less-variable study methods, and poor numerical abilities. In the process of studying at school, a textbook is available without the variety of learning and other facilities that can assist students in success. The study aims to produce modified domino's game, know the appropriate levels, and examine the class II student's response to the local culture based domino card products. This type of study is development (research and development), using the 10 dural stages adapted from sugiyono (2017), but because of time constraints, costs, and covid-19 pandemic, the study USES only 7 stages that cover potential and problems, data collection, product design, design validation, design revision, product test, and product revision. The data collection instruments used are student interviews sheets, game performance performance sheets, test observation sheets, student response questionnaire sheets, and product validation sheets consisting of content validation, design, use and presentation where all three get a percentage of 100% with very suitable criteria and not revised. The product trial stage was carried out very limited, namely 4 grade II students in Patean Village, Batuan District, Sumenep Regency, this was due to the covid-19 pandemic. The results of the student response questionnaire obtained a percentage of 96.2% with very good criteria. So the results show that the development of a local culture-based domino card game to train students' numeracy skills is appropriate to use as a medium in the learning process.

Keywords: *Domino Card Games, Local Culture, Numerical Ability*