

ABSTRAK

Ely Rochmania. 2024. *Efektivitas Penggunaan Media Wordwall Dengan Model Pembelajaran Games Based Learning Terhadap Hasil Belajar Siswa Pada Materi Perkalian Kelas III*. Skripsi. Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Pembimbing (I) Melik Budiarti, S.Sos., M.A. (II) Naniek Kusumawati, M.Pd.

Matematika merupakan disiplin ilmu yang membahas perhitungan dan logika serta berlandaskan pada fakta akurat. Meskipun penting bagi perkembangan kognitif siswa, matematika masih termasuk mata pelajaran menantang dan membosankan bagi sebagian besar siswa sekolah dasar. Penelitian ini bertujuan untuk mengetahui efektivitas penggunaan model pembelajaran *Games Based Learning* dengan media *Wordwall* terhadap hasil belajar matematika siswa kelas III sekolah dasar. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis *Quasi Experimental* menggunakan desain *Pretest-Posttest Control* Desain. Populasi penelitian adalah seluruh siswa SDN 01 Nambangan Lor Kota Madiun. Subjek penelitian siswa kelas III A dan III B SDN 01 Nambangan Lor, dengan sampel sebanyak 40 siswa dengan 18 siswa laki-laki dan 22 siswa perempuan. Hasil analisis data uji hipotesis menggunakan uji-t untuk kedua kelas menunjukkan p-value sebesar 0,0001 yang mana nilai tersebut lebih kecil dari 0,05, sehingga H_0 ditolak dan H_a diterima, artinya penggunaan media *wordwal* dengan model pembelajaran *games based learning* efektif terhadap hasil belajar perkalian siswa kelas III sekolah dasar.

Kata Kunci: *worrdwall*, *games based learning*, hasil belajar

ABSTRAC

Ely Rochmania. 2024. *The Effectiveness of Using Wordwall Media with Games Based Learning Model on Student Learning Outcomes in Multiplication Material for Grade III*. Thesis. Elementary School Teacher Education, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Melik Budiarti, S.Sos., M.A. (II) Naniek Kusumawati, M.Pd.

Keywords: *wordwall, games based learning, learning outcomes*

Mathematics is a discipline that discusses calculations and logic and is based on accurate facts. Although important for students' cognitive development, mathematics is still a challenging and boring subject for most elementary school students. This study aims to determine the effectiveness of using the Games Based Learning learning model with Wordwall media on the mathematics learning outcomes of grade III elementary school students. This study uses a quantitative approach with the Quasi Experimental type using the Pretest-Posttest Control Design. The population of the study was all students of SDN 01 Nambangan Lor, Madiun City. The subjects of the study were students of grade III A and III B of SDN 01 Nambangan Lor, with a sample of 40 students with 18 male students and 22 female students. The results of the hypothesis test data analysis using the t-test for both classes showed a p-value of 0.0001 which is less than 0.05, so H_0 is rejected and H_a is accepted, meaning that the use of wordwall media with the games based learning model is effective on the multiplication learning outcomes of grade III elementary school students.