

ABSTRAK

Insiatiningsih. 2026. *Peningkatan Kemampuan Penjumlahan Sederhana Melalui Metode Permainan Berbantuan Media Dadu pada Murid Kelas 1 SDN Sidomulyo 1 Ngrambe Kecamatan Ngrambe Kabupaten Ngawi*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Pembimbing I: Dr. Endang Sri Maruti M.Pd. Pembimbing II: Vivi Rulviana, M.Pd.

Kemampuan penjumlahan sederhana merupakan kompetensi dasar matematika yang harus dikuasai murid kelas awal sekolah dasar. Hasil pengamatan awal di kelas 1 SDN Sidomulyo 1 Ngrambe menunjukkan bahwa kemampuan penjumlahan sederhana murid masih rendah dengan rata-rata nilai 65, sedangkan KKM yang ditetapkan adalah 70. Selain itu, murid cenderung pasif dan kurang antusias dalam mengikuti pembelajaran matematika. Penelitian ini bertujuan untuk mendeskripsikan penerapan metode permainan berbantuan media dadu serta meningkatkan kemampuan penjumlahan sederhana pada murid kelas 1 SDN Sidomulyo 1 Ngrambe. Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus. Subjek penelitian adalah murid kelas 1 SDN Sidomulyo 1 Ngrambe. Teknik pengumpulan data menggunakan tes, observasi, dan dokumentasi. Data dianalisis secara deskriptif kuantitatif dan kualitatif melalui tahap reduksi data, penyajian data, dan penarikan kesimpulan. Hasil penelitian menunjukkan bahwa penerapan metode permainan berbantuan media dadu dapat meningkatkan keaktifan murid dalam pembelajaran serta meningkatkan

kemampuan penjumlahan sederhana yang ditunjukkan oleh meningkatnya rata-rata nilai dan persentase ketuntasan belajar murid pada setiap siklus. Dengan demikian, metode permainan berbantuan media dadu dapat digunakan sebagai alternatif pembelajaran matematika untuk meningkatkan kemampuan penjumlahan sederhana murid kelas awal sekolah dasar.

Kata kunci: kemampuan penjumlahan sederhana, metode permainan, media dadu, penelitian tindakan kelas.

ABSTRACT

Insiatiningsih. 2026. *Improving Simple Addition Skills through a Dice-Assisted Game Method among First-Grade Students of SDN Sidomulyo 1 Ngrambe, Ngrambe District, Ngawi Regency*. Thesis. Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Advisor I: Dr. Endang Sri Maruti M.Pd. Advisor II: Vivi Rulviana, M.Pd.

Key Terms: simple addition skills, game method, dice media, classroom action research.

Simple addition skills are one of the fundamental mathematical competencies that should be mastered by students in the early grades of elementary school. Preliminary observations conducted in Grade 1 of SDN Sidomulyo 1 Ngrambe revealed that students' simple addition skills were still relatively low, with an average score of 65, while the minimum mastery criterion was 70. In addition, students tended to be passive and showed limited enthusiasm during mathematics lessons. This study aimed to describe the implementation of a dice-assisted game method and to improve students' simple addition skills in Grade 1 of SDN Sidomulyo 1 Ngrambe. This study employed Classroom Action Research (CAR) consisting of two cycles. The participants were first-grade students of SDN Sidomulyo 1 Ngrambe. Data were collected through tests, observations, and documentation. The data were analyzed using quantitative and qualitative descriptive techniques through data reduction, data display, and conclusion drawing. The findings indicated that the implementation of the dice-assisted game method

enhanced students' participation in classroom activities and improved their simple addition skills, as reflected in the increase in both average scores and learning mastery percentages across the cycles. Therefore, the dice-assisted game method can be considered an alternative instructional approach for improving simple addition skills among students in the early grades of elementary school.