

ABSTRAK

SITI JANAWATI.2026. *Peningkatan Kemampuan mengurutkan benda / gambar berdasarkan ukuran melalui permainan buka tutup caping berangka Pada siswa kelas 1 SD Muhammadiyah 1 Ngrambe.* Skripsi. Madiun:Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan dan Keguruan, Universitas PGRI Madiun. Pembimbing (I) Dr. Endang Sri Maruti, M.Pd. (II) Vivi Rulviana, M.Pd.

Kata Kunci : *Kemampuan mengurutkan berdasarkan ukuran, Permainan buka tutup caping berangka, Media pembelajaran.*

Penelitian ini bertujuan untuk meningkatkan Kemampuan siswa mengurutkan benda atau gambar berdasarkan ukuran merupakan salah satu kompetensi dasar yang harus dikuasai siswa kelas I sekolah dasar dalam pembelajaran matematika. Namun, hasil observasi awal di kelas I SD Muhammadiyah 1 Ngrambe menunjukkan bahwa kemampuan siswa dalam mengurutkan benda atau gambar berdasarkan ukuran masih rendah. Hal ini disebabkan oleh kurangnya penggunaan media dan metode pembelajaran yang menarik sehingga siswa kurang aktif dan antusias dalam mengikuti pembelajaran. Oleh karena itu, diperlukan suatu inovasi pembelajaran yang dapat meningkatkan kemampuan tersebut, salah satunya melalui permainan buka tutup caping berangka.

Penelitian ini bertujuan untuk meningkatkan kemampuan mengurutkan benda atau gambar berdasarkan ukuran melalui permainan buka tutup caping berangka pada siswa kelas I SD Muhammadiyah 1 Ngrambe. Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus. Setiap siklus terdiri atas empat tahap, yaitu perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Subjek penelitian adalah siswa kelas I SD Muhammadiyah 1 Ngrambe tahun pelajaran 2026/2027. Teknik pengumpulan data dilakukan melalui observasi, tes, dokumentasi, dan catatan lapangan. Data yang diperoleh dianalisis secara deskriptif kuantitatif dan kualitatif.

Hasil yang diharapkan dari penelitian ini adalah adanya peningkatan kemampuan siswa dalam mengurutkan benda atau gambar berdasarkan ukuran setelah diterapkannya permainan buka tutup caping berangka. Selain itu, penggunaan permainan tersebut diharapkan dapat meningkatkan keaktifan, minat, dan motivasi belajar siswa selama proses pembelajaran berlangsung.

ABSTRACT

SITI JANAWATI. 2026. Improving the Ability to Sequence Objects/Pictures Based on Size Through the Numbered Caping Open-and-Close Game for First Grade Students of SD Muhammadiyah 1 Ngrambe. Undergraduate Thesis. Madiun: Primary 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.

Keywords: ability to sequence based on size, numbered caping open-and-close game, learning media.

The ability to sequence objects or pictures based on size is one of the basic competencies that must be mastered by first-grade elementary school students in mathematics learning. However, the results of the preliminary observation conducted in Grade I of SD Muhammadiyah 1 Ngrambe indicated that students' ability to sequence objects or pictures based on size was still low. This condition was caused by the limited use of engaging learning media and teaching methods, resulting in low student participation and enthusiasm during the learning process. Therefore, an innovative learning strategy was needed to improve this ability, one of which was the implementation of the Numbered Caping Open-and-Close Game.

This study aimed to improve students' ability to sequence objects or pictures based on size through the Numbered Caping Open-and-Close Game for first-grade students of SD Muhammadiyah 1 Ngrambe. The study employed a Classroom Action Research (CAR) design conducted in two cycles. Each cycle consisted of four stages: planning, action, observation, and reflection. The research subjects were first-grade students of SD Muhammadiyah 1 Ngrambe in the 2026/2027 academic year. Data were collected through observation, tests, documentation, and field notes. The collected data were analyzed using both quantitative and qualitative descriptive techniques.

The expected results of this study were an improvement in students' ability to sequence objects or pictures based on size after the implementation of the Numbered Caping Open-and-Close Game. In addition, the use of this game was expected to increase students' participation, learning interest, and motivation throughout the learning process.