

## ABSTRAK

**SEPTIN WAHYUNINGRUM.** 2026. *Penggunaan Metode Permainan Dan Media Loose Part Untuk Meningkatkan Kemampuan Berhitung Siswa Kelas 1 SDN Ngrambe 1*. 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.

Kemampuan berhitung merupakan salah satu kemampuan dasar matematika yang harus dikuasai siswa kelas 1 Sekolah Dasar. Namun hasil observasi di SDN Ngrambe 1 menunjukkan bahwa kemampuan berhitung siswa masih rendah. Hal ini disebabkan oleh pembelajaran yang masih bersifat konvensional dan kurang menarik bagi siswa. Penelitian ini bertujuan untuk meningkatkan kemampuan berhitung siswa kelas 1 SDN Ngrambe 1 melalui penggunaan metode permainan dan media Loose Part. Jenis penelitian ini adalah Penelitian Tindakan Kelas yang dilaksanakan dalam 2 siklus. Subjek penelitian adalah siswa kelas 1 SDN Ngrambe 1 tahun ajaran 2025/2026. Teknik analisis data menggunakan analisis deskriptif kuantitatif dan kualitatif. Hasil penelitian menunjukkan bahwa penggunaan metode permainan dan media Loose Part dapat meningkatkan kemampuan berhitung siswa. Pada siklus I persentase ketuntasan siswa mencapai 65% dan pada siklus II meningkat menjadi 90%. Berdasarkan hasil tersebut dapat disimpulkan bahwa metode permainan dan media Loose Part efektif digunakan untuk meningkatkan kemampuan berhitung siswa kelas 1 SDN Ngrambe.

**Kata Kunci :** *Metode Permainan, Media Loose Part, Kemampuan Berhitung, Kelas 1 SD*

## **ABSTRACT**

**SEPTIN WAHYUNINGRUM.** 2026. *The Use of Game-Based Methods and Loose Parts Media to Improve the Numeracy Skills of Grade 1 Students at SDN Ngrambe 1.* Undergraduate Thesis. Madiun: Primary School Teacher Education Study Program, Faculty of Education and Teacher Training, Universitas PGRI Madiun. Supervisors: (I) Dr. Endang Sri Maruti, M.Pd.; (II) Vivi Rulviana, M.Pd.

Numeracy skill is a fundamental mathematical ability that must be mastered by Grade 1 elementary school students. However, observations at SDN Ngrambe 1 indicated that students' numeracy skills remained low. This was attributed to instruction that was conventional in nature and lacked appeal for the students. This study aimed to improve the numeracy skills of Grade 1 students at SDN Ngrambe 1 through the use of game-based methods and loose parts media. The study employed Classroom Action Research conducted over two cycles. The subjects were Grade 1 students at SDN Ngrambe 1 during the 2025/2026 academic year. Data collection techniques included observation, testing, and documentation, while data analysis involved both quantitative and qualitative descriptive methods. The results showed that the use of game-based methods and loose parts media successfully improved students' numeracy skills. The percentage of student mastery reached 65% in Cycle I and increased to 90% in Cycle II. Based on these results, it can be concluded that game-based methods and loose parts media are effective for improving the numeracy skills of Grade 1 students at SDN Ngrambe 1.

**Keywords:** Game-based methods, loose parts media, numeracy skills, Grade 1 elementary school.