

ABSTRAK

Dyar Ayunda Rahma. 2025. Penggunaan Model PBL (*Problem Based Learning*) Berbantuan Media Digital *Educaplay* Sebagai Upaya Meningkatkan Kemampuan Numerasi Siswa Kelas 2 Sekolah Dasar. Skripsi Program Studi Guru Sekolah Dasar, FKIP, Universitas PGRI Madiun. Pembimbing (1) Dr. Elly's Mersina Mursidik, S.Pd., M.Pd . (2) Dr. Hendra Erik Rudyanto, S.Pd., M.Pd.

Pendidikan dasar berperan krusial dalam mengembangkan kemampuan dasar siswa termasuk keterampilan numerasi untuk meningkatkan kualitas belajar siswa. Namun pada kenyataaan, masih banyak siswa yang memiliki kemampuan numerasi yang rendah, seperti halnya siswa kelas 2 SDN Wonoayu hal ini didapatkan berdasarkan informasi terkait nilai matematika siswa banyak yang belum mencapai KKM dan hasil Pra siklus sebelum diadakanya penelitian rata-rata nilai 58,75 dengan presentase nilai siswa sebesar 25%, hal ini dikarenakan pembelajaran yang membosankan dan kesulitan siswa menangkap materi menjadikan siswa takut dan sulit saat pelajaran matematika. Maka penelitian ini bertujuan untuk meningkatkan kemampuan numerasi siswa dengan menggunakan model PBL (*Problem Based Learning*) dengan berbantuan media digital *Educaplay*.

Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK). Penelitian ini melalui 2 siklus. Subjek penelitian ini ialah siswa kelas 2 SDN Wonoayu Kabupaten Madiun yang berjumlah 16 siswa. Data dari hasil kemampuan numerasi dikumpulkan melalui tes evaluasi dari setiap siklus atau di setiap akhir pembelajaran. Berdasarkan data yang didapat dari penelitian menunjukkan siklus I rata-rata nilai siswa 68,45 dan presentase siswa meningkat menjadi 50% dan pada siklus 2 mengalami peningkatan rata-rata nilai siswa 81,87 atau meningkat menjadi 81%. Hal ini menunjukkan bahwa penggunaan model PBL dan media digital *Educaplay* dapat meningkatkan kemampuan numerasi siswa kelas 2 SDN Wonoayu Kabupaten Madiun.

Kata kunci: Model *Problem Based Learning*, Media Digital *Educaplay*, Kemampuan Numerasi

ABSTRACT

Dyar Ayunda Rahma. 2025. The Use of the PBL (Problem Based Learning) Model Assisted by Educaplay Digital Media as an Effort to Improve the Numeracy Skills of Grade 2 Elementary School Students. Thesis of Elementary School Study Program, FKIP, PGRI Madiun University. Supervisor (1) Dr. Elly's Mersina Mursidik, S.Pd., M.Pd . (2) Dr. Hendra Erik Rudyanto, S.Pd., M.Pd.

Keywords: Problem Based Learning Model, Educaplay Digital Media, Numeracy Ability

Basic education plays a crucial role in developing students' basic abilities including numeracy skills to improve the quality of student learning. However, in reality, there are still many students who have low numeracy skills, such as 2nd grade students of SDN Wonoayu. This is obtained based on information related to students' mathematics scores, many of whom have not reached the KKM and the results of the Pre-cycle before the research were conducted, the average score was 58.75 with a percentage of student scores of 25%, this is due to boring learning and students' difficulty in understanding the material making students afraid and difficult during mathematics lessons. So this study aims to improve students' numeracy skills by using the PBL (Problem Based Learning) model with the help of Educaplay digital media.

This study uses the PTK method. This study went through 2 cycles. The subjects of this study were 16 second-grade students of SDN Wonoayu, Madiun Regency. Data from the results of numeracy skills were collected through evaluation tests from each cycle or at the end of each learning. Based on the data obtained from the study, it shows that in cycle I the average student score was 68.45 and the percentage of students increased to 50% and in cycle 2 there was an increase in the average student score of 81.87 or increased to 81%. This shows that the use of the PBL model and Educaplay digital media can improve the numeracy skills of second-grade students of SDN Wonoayu, Madiun Regency.