

ABSTRAK

Herlina Wulandari, 2025. *Penggunaan Metode Pembelajaran Berbasis Permainan Tradisional Dalam Pembelajaran Keterampilan Berbahasa Kelas V SDN 3 Kedungbanteng Kecamatan Sukorejo Kabupaten Ponorogo*. Tesis, Program Studi Magister Pendidikan bahasa dan sastra Indonesia. Sekolah Pascasarjana Universitas PGRI Madiun. Pembimbing (I) Dr. Dwi Rohman Soleh, SS., M.Pd., Pembimbing (II) Dr. Panji Kuncoro Hadi, SS., M.Pd

Penelitian ini bertujuan untuk mendeskripsikan perencanaan, implementasi, serta kendala dan solusi dari penggunaan metode pembelajaran berbasis permainan tradisional dalam meningkatkan keterampilan berbahasa siswa kelas V SDN 3 Kedungbanteng, Kecamatan Sukorejo, Kabupaten Ponorogo. Penelitian ini menggunakan pendekatan kualitatif jenis studi kasus, dengan subjek penelitian yaitu guru kelas V dan 19 siswa sebagai peserta didik aktif.

Data dikumpulkan melalui observasi, wawancara, dokumentasi, dan analisis hasil tulisan siswa. Permainan tradisional yang digunakan dalam pembelajaran meliputi Engklek Cerita, Congklak Kata, Petak Umpet Bahasa, dan Ular Naga Narasi. Hasil penelitian menunjukkan bahwa perencanaan dilakukan secara matang dan implementasi metode ini berhasil meningkatkan keterampilan berbahasa siswa dalam aspek berbicara, menulis, membaca, dan menyimak. Selain itu, permainan tradisional juga mendorong keaktifan, kerja sama, dan kepercayaan diri siswa.

Meskipun terdapat beberapa kendala seperti keterbatasan waktu, ruang, dan variasi karakter siswa, guru mampu mengatasinya dengan strategi kreatif seperti penggunaan ruang terbuka, pembentukan kelompok heterogen, serta refleksi pasca-kegiatan. Dengan demikian, metode pembelajaran berbasis permainan tradisional efektif diterapkan dalam pembelajaran bahasa Indonesia di sekolah dasar.

Kata kunci: pembelajaran bahasa, permainan tradisional, keterampilan berbahasa, sekolah dasar, pendekatan kontekstual

ABSTRACT

Herlina Wulandari, 2025. *The Use of Traditional Game Based Learning Methods in Language Skills learning for Class V of SDN 3 Kedungbanteng, Sukorejo District, Ponorogo Regency, Thesis, master of Indonesian Language and Literature Education Study Program.* Graduate School of PGRI Madiun University. Supervisor (I) Dr. Dwi Rohman Soleh, SS., M.Pd., Supervisor (II) Dr. Panji Kuncoro Hadi, SS., M.Pd

This study aims to describe the planning, implementation, as well as the challenges and solutions of using traditional games-based learning methods to improve language skills of fifth-grade students at SDN 3 Kedungbanteng, Sukorejo Subdistrict, Ponorogo Regency. This research employed a qualitative approach with a case study design. The subjects included a fifth-grade teacher and 19 actively participating students.

Data were collected through observation, interviews, documentation, and analysis of students' written work. The traditional games used in the learning process included *Engklek Cerita*, *Congklak Kata*, *Petak Umpet Bahasa*, and *Ular Naga Narasi*. The results show that the learning plan was well-prepared, and the implementation of the method successfully improved students' language skills in speaking, writing, reading, and listening. Additionally, traditional games encouraged student engagement, collaboration, and confidence.

Although several obstacles were encountered, such as time constraints, limited space, and differences in student personalities, the teacher was able to overcome them through creative strategies such as outdoor learning, heterogeneous group formation, and post-activity reflection. Therefore, the traditional games-based learning method proves to be an effective approach in teaching Indonesian language at the elementary school level.

Keywords: language learning, traditional games, language skills, elementary school, contextual approach