

ABSTRACT

Yunaika Ferlya Sukowati. 2025. *The Implementation of Game-Based Learning Assisted by Crossword Puzzles to Improve Early Reading Skills of Second Grade Students at SD Negeri 1 Lembah, Babadan District, Ponorogo Regency.* Thesis. Madiun: Master's Program in Indonesian Language and Literature Education, Graduate School, Universitas PGRI Madiun. Advisors: (I) Prof. Dr. Bambang Eko Hari Cahyono, M.Pd., (II) Dr. Agung Nashrulloh Saputra, M.Pd.

Keywords: game-based learning, early reading skills, crossword puzzles, second grade elementary students

This study aims to improve early reading skills through a game-based learning approach using crossword puzzle media for second grade students at SD Negeri 1 Lembah, Babadan District, Ponorogo Regency.

This research employed Classroom Action Research using both qualitative and quantitative approaches. The research subjects were second grade students of SD Negeri 1 Lembah, Babadan District. The study consisted of three stages: pre-cycle, Cycle I, and Cycle II. The pre-cycle stage functioned as a control, in which the learning process was conducted using conventional methods and classical lecturing. The implementation of game-based learning assisted by crossword puzzles was applied in Cycle I and Cycle II. Data were collected through observation and reading tests. Observational data were analyzed descriptively using qualitative methods, while the reading test scores were analyzed quantitatively.

The results showed that the average reading score in the pre-cycle stage was 73.33, increased to 76.67 in Cycle I, and further increased to 80 in Cycle II. These findings indicate an improvement in students' reading test results after the implementation of game-based learning assisted by crossword puzzles.

ABSTRAK

Yunaika Ferlya Sukowati. 2025. *Penerapan Game Based Learning Berbantuan Teka Teki Silang Untuk Meningkatkan Kemampuan Membaca Permulaan Pada Siswa Kelas 2 di SD Negeri 1 Lembah Kecamatan Babadan Kabupaten Ponorogo.* Tesis. Madiun: Program Studi Magister Pendidikan Bahasa dan Sastra Indonesia, Fakultas Pascasarjana, Universitas PGRI Madiun. Pembimbing (I) Prof. Dr. Bambang Eko Hari Cahyono, M.Pd., (II) Dr. Agung Nashrulloh Saputra, M.Pd.

Kata Kunci : *Game Based Learning*, membaca permulaan, teka-teki silang, kelas II SD

Penelitian ini bertujuan untuk meningkatkan kemampuan membaca permulaan melalui pendekatan game based learning dengan menggunakan media teka-teki silang pada siswa kelas 2 di SD Negeri 1 Lembah Kecamatan Babadan Kabupaten Ponorogo.

Penelitian berupa Penelitian Tindakan Kelas dengan menggunakan pendekatan kualitatif dan kuantitatif. Subjek penelitian siswa kelas 2 SD Negeri 1 Lembah Kecamatan Babadan. Terdapat 3 tahap yaitu pra siklus, Siklus I dan Siklus II. Tahap pra siklus sebagai kontrol, proses pembelajaran dilakukan secara konvensional dan ceramah klasikal. Penerapan game based learning berbantuan teka-teki silang mulai diterapkan pada Siklus I dan II. Data diperoleh dari observasi dan melalui tes membaca. Data observasi dianalisis secara deskriptif kualitatif dan nilai tes membaca dianalisis secara kuantitatif.

Hasil penelitian diperoleh nilai rata-rata pra siklus 73,33, nilai rata-rata siklus 1 76,67 dan rata-rata siklus II sebesar 80. Hal tersebut menunjukkan adanya peningkatan hasil tes membaca setelah penerapan game based learning berbantuan teka-teki silang.