

ABSTRAK

Yoyok Yuni Prasetya. 2025. *Penerapan Metode Pembelajaran Berbasis Permainan Tradisional untuk Meningkatkan Keterampilan Berbahasa Siswa Kelas V SD Negeri 2 Kedungrejo Kecamatan Tanjunganom Kabupaten Nganjuk.* Tesis. Program Studi Magister Pendidikan Bahasa dan Sastra Indonesia. Sekolah Pascasarjana Universitas PGRI Madiun (UNIPMA). Pembimbing I: Dr. Dwi Rohman Soleh, S.S., M.Pd. Pembimbing II: Dr. Agung Nasruloh Saputro, M.Pd.

Kata kunci: permainan tradisional, keterampilan berbahasa, pembelajaran kontekstual

Penelitian ini bertujuan untuk menjelaskan dan mendeskripsikan (1) penerapan metode permainan tradisional dalam meningkatkan keterampilan berbahasa siswa, (2) jenis permainan tradisional yang efektif dalam pembelajaran bahasa, dan (3) respons siswa terhadap pembelajaran berbasis permainan tradisional. Pendekatan yang digunakan adalah kualitatif dengan metode studi kasus. Penelitian dilaksanakan di SD Negeri 2 Kedungrejo, Kecamatan Tanjunganom, Kabupaten Nganjuk, dengan subjek 15 siswa kelas V. Penelitian dilakukan selama Januari hingga Juni 2025. Sumber data utama meliputi guru kelas, siswa, serta dokumen pembelajaran. Hasil penelitian menunjukkan: (1) Penerapan permainan tradisional mampu meningkatkan keterampilan berbahasa siswa secara bertahap. Pada Siklus I, terjadi peningkatan nilai rata-rata dari 65,75 menjadi 72,75, meskipun aspek menulis masih perlu diperbaiki. Pada Siklus II, terjadi peningkatan menyeluruh, dengan nilai rata-rata mencapai 81,25. (2) Permainan *Gobak Sodor* efektif dalam melatih keterampilan berbicara dan mendengarkan melalui komunikasi strategis antarsiswa. Sementara itu, *Ular Naga* membantu penguasaan kosakata dan memperkuat kemampuan membaca dan menulis melalui refleksi tertulis. (3) Respons siswa sangat positif, ditandai dengan meningkatnya motivasi, partisipasi aktif, serta perkembangan sosial dan emosional seperti kerja sama dan kepercayaan diri.

ABSTRACT

Yoyok Yuni Prasetya. 2025. *The Implementation of Traditional Game-Based Learning Methods to Improve Language Skills of Fifth Grade Students at SD Negeri 2 Kedungrejo, Tanjunganom District, Nganjuk Regency.* Thesis. Master's Program in Indonesian Language and Literature Education, Graduate School, Universitas PGRI Madiun (UNIPMA). Supervisor I: Dr. Dwi Rohman Soleh, S.S., M.Pd. Supervisor II: Dr. Agung Nasruloh Saputro, M.Pd.

Keywords: *traditional games, language skills, contextual learning*

This study aims to explain and describe (1) the application of traditional game methods in improving students' language skills, (2) types of traditional games that are effective in language learning, and (3) students' responses to traditional game-based learning. The approach used is qualitative with a case study method. The study was conducted at SD Negeri 2 Kedungrejo, Tanjunganom District, Nganjuk Regency, with 15 fifth-grade students as subjects. The study was conducted from January to June 2025. The main data sources included class teachers, students, and learning documents. The results of the study show: (1) The application of traditional games can gradually improve students' language skills. In Cycle I, there was an increase in the average score from 65.75 to 72.75, although the writing aspect still needs improvement. In Cycle II, there was an overall increase, with an average score reaching 81.25. (2) The Gobak Sodor game is effective in practicing speaking and listening skills through strategic communication between students. Meanwhile, Ular Naga helps vocabulary mastery and strengthens reading and writing skills through written reflection. (3) Student responses were very positive, marked by increased motivation, active participation, and social and emotional development such as cooperation and self-confidence.