

ABSTRAK

Diah Ayu Mustafidatul Khoiriyah. *Efektivitas Model FC-CBL Berbantuan Media Card And Board Game Terhadap Kemampuan Pemecahan Masalah Siswa*. Skripsi. Program Studi pendidikan Guru Sekolah dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas PGRI Madiun. Dosen Pembimbing (I). Dr. Octarina Hidayatus Solikhah, M.Pd., (II) Dr. Lingga Nico Pradana, M.Pd.

Kemampuan pemecahan masalah adalah kemampuan yang mampu penyelesaian yang sistematis sesuai dengan tahap penyelesaian. Dalam pembelajaran bangun datar kelas III memiliki indikator memahami masalah, menyusun rencana, melaksanakan rencana, dan memeriksa kembali yang belum banyak dikuasai oleh siswa. Penelitian ini bertujuan untuk mengetahui apakah model FC-CBL berbantuan media card and board game terhadap kemampuan pemecahan masalah siswa pada mata pelajaran matematika. Subjek penelitian ini adalah siswa kelas III di SDN Tinap 2. Penelitian ini menggunakan pendekatan kuantitatif dengan jenis penelitian *quasi time series* tipe *Interrupted Time Series Design*. Teknik pengumpulan sampel menggunakan teknik sampling jenuh, dengan jumlah sampel 14 siswa. Teknik analisis data yang digunakan yaitu Uji Normalitas dan Uji Hipotesis. Hasil analisis data menunjukkan kemampuan pemecahan masalah siswa kelas III antara sebelum dan sesudah pembelajaran menggunakan model FC-CBL. Rata-rata nilai siswa mengalami peningkatan dari 65,05 menjadi 87,76. Hasil Uji Hipotesis juga menunjukkan nilai $p\text{-value} < 0,001$ yaitu $0,000 < 0,001$ yang berarti terdapat pengaruh yang signifikan dari penerapan pembelajaran tersebut. Dengan demikian, hasil penelitian menunjukkan bahwa penggunaan model FC-CBL berbantuan media card and board game terhadap kemampuan pemecahan masalah siswa pada mata pelajaran matematika.

Kata Kunci: Model *Flipped Classroom*, Model *Case Base Learning*, Media *Card Board Game*, Pemecahan Masalah

ABSTRACT

Diah Ayu Mustafidatul Khoiriyah. *The Effectiveness of the FC-CBL Model Assisted by Card and Board Game Media on Students' Problem-Solving Skills*. Thesis. Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas PGRI Madiun. Supervisors: (I) Dr. Octarina Hidayatus Solikhah, M.Pd., (II) Dr. Lingga Nico Pradana, M.Pd.

Problem-solving ability is the capacity to reach a systematic solution following specific stages of resolution. In the context of learning about 2D shapes in the third grade, the indicators—understanding the problem, formulating a plan, executing the plan, and reviewing the results—are not yet well-mastered by students. This study aims to determine the effectiveness of the FC-CBL (Flipped Classroom-Case Based Learning) model, assisted by card and board game media, on students' problem-solving skills in mathematics. The research subjects were third-grade students at SDN Tinap 2. The study employed a quantitative approach using a quasi-experimental design, specifically the Interrupted Time Series Design. A saturated sampling technique was used, resulting in a sample size of 14 students. Data analysis techniques included Normality Testing and Hypothesis Testing. The analysis results revealed changes in the third-grade students' problem-solving skills before and after instruction using the FC-CBL model; the average student score increased from 65.05 to 87.76. The hypothesis test results showed a p-value of < 0.001 (specifically $0.000 < 0.001$), indicating a significant effect resulting from the implementation of this instructional model. Thus, the research findings demonstrate the effectiveness of the FC-CBL model, assisted by card and board game media, in enhancing students' problem-solving skills in mathematics.

Keywords: Flipped Classroom Model, Case-Based Learning Model, Card and Board Game Media, Problem Solving