

ABSTRAK

Rizky Junior Effendi. 2026. di bawah bimbingan Dr. Cerianing Putri Pratiwi, M.Pd. selaku Pembimbing I dan Dr. Nursamsiyah, M.Pd. selaku Pembimbing II, melakukan penelitian yang bertujuan untuk mengetahui rendahnya keterampilan membaca siswa kelas II SDN Sidorejo 02 Kecamatan Wungu Kabupaten Madiun. Hal tersebut terlihat dari rendahnya kelancaran membaca, ketepatan pelafalan, serta penggunaan intonasi yang masih kurang tepat. Penelitian ini bertujuan untuk meningkatkan keterampilan membaca siswa melalui penerapan model pembelajaran Game Based Learning berbantuan media Wordwall.

Penelitian ini merupakan Penelitian Tindakan Kelas (PTK) yang dilaksanakan dalam dua siklus. Setiap siklus terdiri atas tahap perencanaan, pelaksanaan tindakan, observasi, dan refleksi. Subjek penelitian adalah siswa kelas II SDN Sidorejo 02 Kecamatan Wungu Kabupaten Madiun. Teknik pengumpulan data menggunakan observasi, tes keterampilan membaca, dan dokumentasi. Analisis data dilakukan secara deskriptif kuantitatif dan kualitatif untuk melihat peningkatan hasil belajar siswa pada setiap siklus.

Hasil penelitian menunjukkan bahwa penerapan model pembelajaran Game Based Learning berbantuan media Wordwall dapat meningkatkan keterampilan membaca siswa. Hal ini ditunjukkan dari peningkatan persentase ketuntasan belajar siswa, yaitu pada pra-siklus sebesar 37,5%, meningkat menjadi 50% pada siklus I, dan mencapai 99% pada siklus II. Selain itu, terjadi peningkatan pada aspek kelancaran membaca, ketepatan pelafalan, kecepatan membaca, serta penggunaan intonasi yang tepat. Penggunaan media Wordwall yang bersifat interaktif dan berbasis permainan mampu meningkatkan motivasi belajar, keaktifan, dan kepercayaan diri siswa dalam kegiatan membaca.

Dengan demikian, dapat disimpulkan bahwa penerapan model pembelajaran Game Based Learning berbantuan media Wordwall efektif dalam meningkatkan keterampilan membaca siswa kelas II SDN Sidorejo 02 Kecamatan Wungu Kabupaten Madiun.

Kata kunci: keterampilan membaca, Game Based Learning, Wordwall, sekolah dasar.

ABSTRACT

Rizky Junior Effendi. 2026. Under the supervision of Dr. Cerianing Putri Pratiwi, M.Pd. as Supervisor I and Dr. Nursamsiyah, M.Pd. as Supervisor II conducted a study aimed at identifying the low reading skills of second-grade students at SDN Sidorejo 02, Wungu District, Madiun Regency. This condition was indicated by students' low reading fluency, inaccurate pronunciation, and inappropriate use of intonation. Therefore, this study aimed to improve students' reading skills through the implementation of the Game Based Learning model assisted by Wordwall media. This study employed Classroom Action Research (CAR) conducted in two cycles. Each cycle consisted of planning, action implementation, observation, and reflection stages. The research subjects were the second-grade students of SDN Sidorejo 02, Wungu District, Madiun Regency. Data were collected through observation, reading skill tests, and documentation. The data were analyzed using descriptive quantitative and qualitative methods to determine the improvement in students' learning outcomes in each cycle.

The results showed that the implementation of the Game Based Learning model assisted by Wordwall media was able to improve students' reading skills. This was indicated by the increase in the percentage of students' learning mastery, which was 37.5% in the pre-cycle, increased to 50% in Cycle I, and reached 99% in Cycle II. In addition, improvements were observed in aspects of reading fluency, pronunciation accuracy, reading speed, and the use of appropriate intonation. The use of Wordwall media, which is interactive and game-based, was also able to increase students' learning motivation, participation, and self-confidence in reading activities. In conclusion, the implementation of the Game Based Learning model assisted by Wordwall media is effective in improving the reading skills of second-grade students at SDN Sidorejo 02, Wungu District, Madiun Regency.

Keywords: reading skills, Game Based Learning, Wordwall, elementary school.