

## ABSTRAK

**ANDRE CHRISTIAN MUNTHE. Pengaruh Media *Fraction Card* Terhadap Hasil Belajar Siswa SDN 205288 Sei Rotan Pada Materi Pecahan. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2026.**

Rendahnya hasil belajar siswa pada materi pecahan di SDN 105288 Sei Rotan disebabkan oleh penyampaian materi yang bersifat abstrak dan kurangnya media pembelajaran yang menarik serta interaktif. Untuk mengatasi permasalahan tersebut, penelitian ini menggunakan media *Fraction Card* sebagai alat bantu konkret dan berbasis permainan yang diharapkan dapat meningkatkan pemahaman konsep pecahan. Penelitian ini bertujuan untuk mengetahui pengaruh media *Fraction Card* terhadap hasil belajar Matematika siswa kelas IV. Populasi penelitian adalah seluruh siswa kelas IV SDN 105288 Sei Rotan yang berjumlah 60 orang. Sampel penelitian diambil secara *simple random sampling* dan terdiri dari dua kelas, yaitu kelas IV-A sebagai kelas eksperimen dan IV-B sebagai kelas kontrol. Metode penelitian yang digunakan adalah kuantitatif dengan desain *Pretest-Posttest Control Group*. Instrumen penelitian berupa 15 soal pilihan berganda yang telah melalui uji validitas, tingkat kesukaran, daya beda, distraktor dan reliabilitas. Hasil penelitian menunjukkan bahwa rata-rata nilai *posttest* kelas eksperimen mencapai 91,47, lebih tinggi dibandingkan kelas kontrol yang memperoleh 82,93. Uji hipotesis menggunakan *t-test* menghasilkan nilai  $t_{hitung} 3,213 > t_{tabel} 1,677$  pada taraf signifikan 0,05, sehingga hipotesis alternatif ( $H_a$ ) diterima. Dengan demikian, dapat disimpulkan bahwa penggunaan media *Fraction Card* berpengaruh signifikan terhadap hasil belajar Matematika siswa.

**Kata kunci:** *fraction card*, hasil belajar, matematika, pecahan

## ABSTRACT

**ANDRE CHRISTIAN MUNTHE. The Effect of Fraction Card Media on Students Learning Outcomes at SDN 105288 Sei Rotan on Fraction Material. Skripsi. Medan: Faculty of Education, State University of Medan, 2026.**

The low learning outcomes of students in fraction material at SDN 105288 Sei Rotan are caused by the abstract nature of the material delivery and the lack of engaging and interactive learning media. To address this issue, this study employed Fraction Card media as a concrete, game-based teaching aid expected to improve students' understanding of fraction concepts. This research aimed to determine the effect of Fraction Card media on the mathematics learning outcomes of fourth-grade students. The population of this study consisted of all 60 fourth-grade students at SDN 105288 Sei Rotan. The sample was selected using simple random sampling and divided into two classes: class IV-A as the experimental class and class IV-B as the control class. This research employed a quantitative approach with a Pretest-Posttest Control Group design. The research instrument consisted of 15 multiple-choice questions that had been tested for validity, difficulty level, discrimination index, distractor effectiveness, and reliability. The results showed that the average posttest score of the experimental class reached 91.47, which was higher than the control class with 82.93. The hypothesis test using a t-test produced a  $t_{\text{value}}$  of 3.213 >  $t_{\text{table}}$  of 1.677 at a 0.05 significance level, indicating that the alternative hypothesis ( $H_a$ ) was accepted. Therefore, it can be concluded that the use of Fraction Card media has a significant positive effect on students' mathematics learning outcomes.

**Keywords:** fraction card, learning outcomes, mathematics, fractions

