

ABSTRAK

RAHEL HUTAGALUNG. Pengaruh Media *Math Fraction Puzzle* Terhadap Hasil Belajar Matematika Siswa Kelas V SDN 104201 Kolam T.A. 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan. 2024

Penelitian dilaksanakan dengan tujuan untuk mengetahui apakah ada pengaruh media pembelajaran *Math Fraction Puzzle* terhadap hasil belajar matematika siswa kelas V SDN 104201 Kolam T.A 2023/2024. Penelitian ini menggunakan rancangan penelitian eksperimen dengan model *Quasi Eksperimen* yang berbentuk *Non-Equivalent Control Group Design*. Populasi penelitian ini adalah siswa kelas V SDN 104201 Kolam pada T.A 2023/2024 dengan Sampel penelitian yaitu kelas V-A (eksperimen) dan kelas V-C (Kontrol) berjumlah 50 siswa. Rata-rata hasil belajar dengan menggunakan media *Math Fraction Puzzle* pada kelas eksperimen yaitu 77,20 sedangkan pada kelas kontrol yang tidak menggunakan media *Math Fraction Puzzle* adalah 53,40. Pada uji normalitas diketahui bahwa hasil *pretest* dan *posttest* kelas eksperimen dan kelas kontrol berdistribusi normal. Hasil uji Homogenitas data penelitian diketahui bahwa data penelitian berasal dari sampel yang homogen. Data dianalisis dengan uji hipotesis menggunakan uji-t *independent Sample test* dengan taraf signifikansi $\alpha = 0,05$ dan *degree of freedom* (df)= 25. Dari hasil uji hipotesis diperoleh $t_{hitung} > t_{tabel}$ yaitu $10,164 > 2,011$ sehingga dinyatakan bahwa H_a diterima dan H_o ditolak. Sehingga dapat dinyatakan bahwa terdapat pengaruh yang positif dan signifikan antara penggunaan media *Math Fraction Puzzle* terhadap hasil belajar matematika kelas V SDN 104201 Kolam T.A. 2023/2024.

Kata kunci: Hasil Belajar, Pecahan, Media.



ABSTRACT

RAHEL HUTAGALUNG. The Influence of Math Fraction Puzzle Media on the Mathematics Learning Outcomes of Class V Students at SDN 104201 Kolam T.A. 2023/2024. Skripsi. Medan: Faculty Of Education Universitas Negeri Medan, 2024.

The research was carried out with the aim of finding out whether there was an influence of the Math Fraction Puzzle learning media on the mathematics learning outcomes of class V students at SDN 104201 Kolam T.A 2023/2024. This research uses an experimental research design with a Quasi Experimental model in the form of a Non-Equivalent Control Group Design. The population of this research is class V students at SDN 104201 Kolam in FY 2023/2024 with a research sample of class V-A (experiment) and class V-C (control) totaling 50 students. The average learning result using Math Fraction Puzzle media in the experimental class was 77, 20, while in the control class which did not use Math Fraction Puzzle media it was 53, 40. In the normality test, it was discovered that the pretest and posttest results for the experimental class and control class were normally distributed. The results of the homogeneity test of research data show that the research data comes from a homogeneous sample. The data were analyzed by hypothesis testing using an independent t-test. Sample test with a significance level of $\alpha = 0,05$ and degree of freedom (df)= 25. From the results of the hypothesis test, it was obtained that $t_{\text{count}} > t_{\text{table}}$, namely $10,164 > 2,011$, so it was stated that H_a was accepted and H_o was rejected. So it can be stated that there is a positive and significant influence between the use of Math Fraction Puzzle media on mathematics learning outcomes for class V SDN 104201 Kolam T.A. 2023/2024.

Keywords: Learning Outcomes, fractions, media.

