

ABSTRAK

Putri, Diny Amalia. 2023. Pengembangan Media Pembelajaran *Flashcard* Berbantuan Ular Tangga bagi Peserta didik Sekolah Dasar. Program Studi Pendidikan Matematika. Fakultas Sains dan Teknologi. Universitas PGRI Adi Buana Surabaya. Pembimbing: Nur Fathonah, S.Pd., M.Pd.

Kata kunci: *Flashcard*, Media pembelajaran, Materi statistika, Permainan ular tangga

Media pembelajaran perlu digunakan oleh guru selama proses belajar mengajar kepada siswa jenjang Sekolah Dasar khususnya mata pelajaran Matematika pokok bahasan Statistika karena sebagian besar konsep matematika bersifat abstrak. Selain itu, media pembelajaran juga dapat memudahkan siswa dalam menerima materi. Oleh karena itu, peneliti mengkolaborasikan media pembelajaran *flashcard* dengan permainan ular tangga (*Snader-tic*).

Tujuan penelitian untuk mendeskripsikan proses pengembangan dan kelayakan media pembelajaran *Snader-tic*. Peneliti menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan yaitu *Analysis, Design, Development, Implementation, Evaluation*. Namun, pada penelitian ini peneliti melaksanakan hingga uji coba terbatas dengan alasan keterbatasan waktu.

Berdasarkan hasil penelitian, media *Snader-tic* termasuk kategori valid dan layak digunakan didasarkan pada rata-rata penilaian 87,5% validasi materi dan 86,1% validasi media. Media *Snader-tic* dapat digunakan sebagai bahan ajar tambahan dan memiliki kualitas baik didasarkan pada perolehan hasil angket 90,6% respon guru dan media *Snader-tic* mudah digunakan dan menyenangkan sehingga materi disampaikan mudah diingat didasarkan dari 73,9% respon siswa hasil tes pemahaman siswa 79,2% memperoleh kenaikan nilai setelah belajar menggunakan media *Snader-tic*.

ABSTRACT

Putri, Diny Amalia. 2023. Development of Snakes and Ladders with Flashcard Learning Media for Elementary School Students. Education Study Program. Faculty of Science and Technology. PGRI Adi Buana University, Surabaya. Advisor: Nur Fathonah, S.Pd., M.Pd.

Kata kunci: *Flashcards, Learning media, Statistic subject, Game of snakes and ladders*

Teachers need to use instructional media for elementary school students, especially in the subject of Mathematics in Statistics because most of the mathematical concepts are abstract. In addition, it can make it easier for students to receive material. The researcher collaborated on flashcard learning media with a game of snakes and ladders so that the researcher gave the name Snake and Ladder Mathematics (*Snader-tic*).

This study aims to describe the process of developing and feasibility of Snadertic learning media. Researchers use the ADDIE development model, namely the stages of Analysis, Design, Development, Implementation, Evaluation. However, in this study the rchers conducted a limited trial due to time constraints.

Based on the results, Snadertic media is in the valid category and is suitable for use based on an average assessment of 87.5% material validation and 86.1% media validation. Snader-tic media can be used as additional teaching materials and has good quality based on the acquisition of 90.6% teacher responses and Snader-tic media is easy to use and fun so that the material delivered is easy to remember based on 73.9% of student responses and test results students' understanding of 79.2% increase in value acquisition after learning to use Snader-tic media.