

ABSTRAK

Devy, Nurul Amalia. 2019. *Pengaruh Permainan Mengkreasikan Lagu Terhadap Keterampilan Menulis Pantun Siswa Kelas V Tema 4 Subtema 1 Pembelajaran 2 SD Hang Tuah 10 Juanda*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Universitas PGRI Adi Buana Surabaya. Pembimbing (1) Dra. Dian Kusmahartini, S.Si., M.Pd., (2) Danang Prastyo, S.Pd., M.Pd.

Kata kunci: *Permainan mengkreasikan lagu, keterampilan menulis pantun*

Tujuan penelitian ini untuk mengetahui pengaruh permainan mengkreasikan lagu terhadap keterampilan menulis pantun siswa kelas V SD Hang Tuah 10 Juanda. Populasi penelitian ini adalah kelas V SD Hang Tuah 10 Juanda. Sampel yang digunakan siswa kelas V-B sebagai kelas kontrol dan kelas V-C sebagai kelas eksperimen.

Penelitian ini adalah penelitian kuantitatif dengan desain penelitian *Quasi Eksperimental Design-Posttest Only Control Group Design (Nonequivalent Control Group Design)*. Teknik pengumpulan data dilakukan dengan tes menulis pantun. Penelitian ini menggunakan teknik analisis data statistik deskriptif inferensial dengan perhitungan berbantuan program SPSS 16.0. Teknik analisis data menggunakan Rata-rata Tingkat Penguasaan (RTP) dan uji T.

Berdasarkan perhitungan olah data hasil tes menulis pantun siswa kelas V SD Hang Tuah 10 Juanda dikualifikasikan "Baik" perhitungan dengan uji *Independent Sampel T-Test* berbantuan program SPSS 16.0 diperoleh Sig. (*2-tailed*) sebesar 0,000 maka H_0 ditolak. Artinya ada pengaruh permainan mengkreasikan lagu terhadap keterampilan menulis pantun siswa kelas V SD Hang Tuah 10 Juanda.

ABSTRACT

Devy, Nurul Amalia. 2019. Effects of the Game Creating Songs on the Writing Poetry Skills of Class V Students with Theme 4 Subtheme 1 Learning 2 at Hang Tuah 10 Juanda Elementary School. Thesis. Primary School Teacher Education Study Program. University of PGRI Adi Buana Surabaya. Advisor (1) Dra. Dian Kusmahartini, S.Si., M.Pd., (2) Danang Prastyo, S.Pd., M.Pd.

Keywords: *Game to create songs, poetry writing skills*

The purpose of this research is to know the Effect of the Game Creating Songs on the Writing Poetry Skills of Class V Students with Theme 4 Subtheme 1 Learning 2 at Hang Tuah 10 Elementary School Juanda. The population of the research is V class of Hangtuah 10 Juanda Elementary school. Sample of this research is V-B class as control class and V-C class as experiment class.

This research is quantitative research with research design Quasi Experimental Design-Posttest Only Control Group Design (Nonequivalent Control Group Design). The data collection technique of this research is using writing poetry test. This research used the data analysis technique statistic descriptive inferential with program SPSS 16.0 calculation. The data analysis technique used Rata-rata Tingkat Penguasaan (RTP) and T test.

Based on the calculation if the results of the poetry writing test data of the V grade students of Hang Tuah 10 Juanda Elementary School were qualified "Good" calculations with the Independent T-Test Samples assisted by the SPSS 16.0 program obtained Sig. (2-tailed) of 0,000 then H_0 is rejected. This means that there is the influence of the game to create songs on the writing skills of poetry in V grade students of Hang Tuah 10 Elementary School Juanda.