

## ABSTRAK

Dewi, Vanisyahaq Galistya Krisna. 2022. “Pengaruh *Problem Based Learning* Berbantuan Kartu Domino Terhadap Numerasi Siswa Kelas III SDN Gayungan II/423 Surabaya”. Skripsi Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Pedagogi dan Psikologi. Universitas PGRI Adi Buana Surabaya. Pembimbing (1) Dra. Dian Kusmaharti, S.Si., M.Pd. (2) Via Yustitia, S.Pd., M.Pd.

Kata Kunci : *Prolem Based Learning, Kartu Domino, Numerasi Siswa*

Numerasi sangat penting untuk dikuasai siswa pada abad 21. Numerasi berarti menerapkan konsep numerik dan matematika. Fakta yang terjadi pada pembelajaran yang diterapkan masih kurang efektif di SDN Gayungan II/423 Surabaya. Tujuan penelitian ini untuk mengetahui ada tidaknya pengaruh *Problem Based Learning* berbantuan kartu domino terhadap numerasi siswa. Jenis penelitian ini menggunakan penelitian kuantitatif dengan metode eksperimen. Desain penelitian ini dengan *nonequivalent posttest-only control design*. Populasi dalam penelitian ini adalah seluruh siswa kelas III SDN Gayungan II/423 Surabaya yang berjumlah 44 siswa. Melalui *cluster random sampling* terpilih sampel kelas III B sebagai kelas eksperimen dan kelas III A sebagai kelas kontrol. Teknik pengumpulan data melalui tes. Teknik analisis data yang digunakan dengan uji statistika yang terdiri dari uji normalitas, uji homogenitas, dan uji hipotesis dengan menggunakan uji-t.

Hasil penelitian menunjukkan terdapat pengaruh *Problem Based Learning* berbantuan kartu domino terhadap numerasi siswa kelas III SDN Gayungan II/423 Surabaya.

## ABSTRACT

Dewi, Vanisyahaq Galistya Krisna. 2022. "The Influence of *ProblemBased Learning* Aided by Domino Cards on the Numbers of Class III Students at SDN Gayungan II/423 Surabaya". Elementary School Teacher Education Study Program Thesis. Faculty of Pedagogy and Psychology. PGRI Adi Buana University, Surabaya. Supervisor (1) Dra. Dian Kusmaharti, S.Si., M.Pd. (2) Via Yustitia, S.Pd., M.Pd.

Keywords: Problem Based Learning, Domino Card, Student Numeration.

Numeration is very important for students to master in the 21st century. Numeracy means applying numerical and mathematical concepts. The fact that the applied learning is still not effective at SDN Gayungan II/423 Surabaya. The purpose of this study was to find out that there was no effect of domino card-assisted Problem Based Learning on student numeracy. This type of research uses quantitative research with experimental methods. The design of this study was a nonequivalent posttest-only control design. The population in this study were all grade III students at SDN Gayungan II/423 Surabaya, totaling 44 students. Through cluster random sampling, a sample of class III B was selected as the experimental class and class III A as the control class. Data collection techniques through tests. The data analysis technique used is a statistical test consisting of a normality test, homogeneity test, and hypothesis testing using the t-test.

The results of the study showed that there was an influence of Problem Based Learning assisted by domino cards on the numeracy of class III SDN Gayungan II/423 Surabaya.