

ABSTRAK

Kiswary, Witriani. 2020. *Pengembangan Media Pembelajaran Scratch Berbasis Etnomatematika Pada Materi Bangun Ruang Untuk Meningkatkan Kemampuan Pemahaman Matematis Siswa Kelas V Sekolah Dasar*. Jurusan Pendidikan Guru Sekolah Dasar. Fakultas Keguruan dan Ilmu Pendidikan. Bumiayu: Universitas Peradaban. Anwar Ardani, M.Pd.

Kata Kunci: *scratch*, media, etnomatematika

Pembelajaran matematika dianggap sebagai pelajaran yang menakutkan karena dianggap paling sulit ini menyebabkan ada beberapa materi yang sukar untuk dipahami siswa. Tidak tersedianya media pembelajaran yang dapat membantu pemahaman siswa yang tadinya bersifat abstrak menjadi konkret. Padahal dengan adanya media pembelajaran dapat membantu siswa dalam belajar. Rumusan masalah mencakup bagaimana kelayakan media dan apakah terdapat peningkatan. Penelitian ini bertujuan untuk mengembangkan media pembelajaran *scratch* berbasis etnomatematika dalam meningkatkan kemampuan pemahaman matematis siswa materi bangun ruang kelas V. Metode penelitian ini menggunakan penelitian R&D, dengan model pengembangan ADDIE (Analisis, Desain, Development, Implementasi dan Evaluasi). Teknik pengumpulan datanya menggunakan angket validasi ahli, literatur review dan uji coba terbatas. Berdasarkan hasil validasi dari tiga dosen ahli di peroleh bahwa produk media pembelajaran *scratch* berbasis etnomatematika ini masuk dalam kategori *baik* dengan rata-rata sebesar 3,65. Setelah peneliti melakukan revisi, kemudian peneliti melakukan uji coba produk. Uji coba produk dilakukan kepada siswa kelas V SDN Pagojengan 02 yang berjumlah 5 siswa. Hasil uji coba produk yang peneliti kembangkan memperoleh skor 185 dengan rata-rata 3,7 yang masuk pada kategori baik. Berdasarkan penilaian ahli media, materi, bahasa dan komentar siswa peneliti menyimpulkan bahwa media pembelajaran *scratch* berbasis etnomatematika materi bangun ruang layak digunakan sebagai media pembelajaran matematika.

ABSTRACT

Kiswary, Witriani. 2020. *Development of Ethnomatematic Based Scratch Learning Media on Building Space Material to Improve Mathematical Comprehension Ability of Grade V Elementary School Students*. Primary School Teacher Education Study Program of Educational Sciences Teacher' s Training Faculty Peradaban University. Ardani Anwar M.Pd.

Keywords: *scratch*, media, ethnomatematics

Learning Mathematics was considered as a scary subject because it was considered the most difficult, causing some material that was difficult for students to understand. The unavailability of learning media that could help students' understanding from abstract to concrete. Besides, the existence of learning media can help students in learning. The formulation of the problem included how the feasibility of the media was and whether there was an increase. This study aimed to develop ethnomatematics-based scratch learning media in improving the mathematical understanding of students in building material for grade V. This research method used R&D research, with the ADDIE development model (Analysis, Design, Development, Implementation and Evaluation). The data collection technique used an expert validation questionnaire, literature reviews and limited trials. Based on the results of the validation of three expert lecturers, it was found that the scratch learning media product based on ethnomatematics was in the good category with an average of 3.65. After the researcher made a revision, then the researcher conducted a product trial. Product trials were carried out on 5 grade students of SDN Pajojengan 02, totaling 5 students. The results of the product trial that the researcher developed obtained a score of 185 with an average of 3.7 which was in the good category. Based on the assessment of media experts, material, language and student comments, the researcher concluded that the scratch learning media based on ethnomatematics, building space material was feasible to be used as a medium for learning Mathematics.