

**PENGEMBANGAN MEDIA PEMBELAJARAN PERMAINAN ULAR
TANGGA UNTUK MENINGKATKAN MOTIVASI BELAJAR SISWA
DAN HASIL BELAJAR IPS DI SEKOLAH DASAR**

**DEVELOPING SNAKE AND LADDER GAME AS LEARNING MEDIA
TO IMPROVE LEARNING MOTIVATION AND LEARNING
ACHIEVEMENT FOR THE STUDENTS ON SOCIAL SCIENCE
SUBJECT IN ELEMENTARY SCHOOL**

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Abstrak

Penelitian ini bertujuan mengembangkan media pembelajaran permainan ular tangga dalam pembelajaran ilmu pengetahuan sosial (IPS) di sekolah dasar untuk meningkatkan motivasi belajar dan hasil belajar siswa. Salah satu permasalahan pendidikan adalah minimnya sarana dan prasarana, sehingga guru dituntut kreatif dalam meningkatkan kualitas pembelajaran dikelas, seperti mengembangkan media pembelajaran. Salah satu media pembelajaran yang menarik dan mengatasi kebosanan siswa dalam kegiatan pembelajaran yaitu kegiatan pembelajaran berbasis permainan, seperti penerapan media pembelajaran permainan ular tangga. Penelitian ini mengembangkan media pembelajaran permainan ular tangga dalam pembelajaran ilmu pengetahuan sosial (IPS) di sekolah dasar. Pengembangan penelitian mengadopsi model 4D dari model Thiagarajan, dkk. yaitu *define, design, develop, dan disseminate*. Teknik pengumpulan data dalam penelitian melalui observasi, pemberian angket, dan tes. Implementasi media pembelajaran permainan ular tangga dilaksanakan uji coba dua, uji coba penelitian dilaksanakan di SDI Yapita Surabaya. Hasil implementasi media pembelajaran permainan ular tangga motivasi belajar siswa meningkat 66,7% pada aspek keaktifan belajar dan semangat belajar, sedangkan aspek ketertarikan motivasi belajar siswa meningkat 70%. Sedangkan hasil belajar siswa mengalami peningkatan 40% dari 55% siswa yang mencapai nilai dibawah KKM (kriteria ketuntasan minimum) menjadi 100% semua siswa mencapai nilai diatas KKM (kriteria ketuntasan minimum).

Kata Kunci: Media Pembelajaran, Motivasi Belajar dan Hasil Belajar

Abstract

This research is aimed to develop snakes and ladders game as instructional media on the social science subject in elementary school to improve learning motivation and learning achievement for the students. One of the problems in education is the lack of educational facilities and infrastructure, so teachers are required to be creative in improving the quality of learning in class, such as by developing the learning media. One of the interesting learning medium that can overcome the boredom of students in learning activities is game-based learning activities, such as the implementation of snakes and ladders as an instructional media. This study developed snakes and ladders game in the learning process on social science subject in elementary school. This study adopted Thiagarajan et al. 4D model consist of *define, design, develop, and disseminate*. The data is collected through observation, questionnaires, and test. The implementation of snakes and ladders game as learning media is conducted in Islamic Elementary School (SDI) Yapita Surabaya. The findings showed that the students' motivation increased from the value of 66,7% on the aspect of active learning and learning enthusiasm, while the aspect of interest in students' motivation increased to the value of 70%. Moreover, the result of students learning outcome increased by 40% from 55% of students who reached a value below the minimum passing criteria to 100%. As a result, all students achieved score above the minimum passing criteria.

Keywords: Learning Media, Learning Motivation and Learning Achievement.