

ABSTRAK

Siti Chotijah: Pengaruh Model *Make A Match* Berbantuan Media *Puzzle* Terhadap Hasil Belajar Matematika Siswa, **Skripsi, ISBI Singkawang, 2025**

Penelitian ini bertujuan untuk: 1) mengetahui tercapainya hasil belajar siswa dilihat dari Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) pada mata pelajaran matematika setelah diterapkan model pembelajaran *Make A Match* berbantuan media *Puzzle*; 2) mengetahui besar pengaruh model pembelajaran *Make A Match* berbantuan media *Puzzle* terhadap hasil belajar matematika siswa kelas V SD Negeri 25 Singkawang; 3). mengetahui perbedaan hasil belajar matematika sebelum dan sesudah menggunakan model pembelajaran *Make A Match* berbantuan media *Puzzle*. Metode penelitian adalah *Quasi-Experimental* dengan desain *One-Group-Pretest-Posttest-Design*. Populasi dalam penelitian adalah semua siswa kelas V SD Negeri 25 Singkawang. Sampel penelitian diambil secara non probability sampling dengan sampel jenuh berjumlah 28 siswa kelas V. Uji prasyarat yang dilakukan adalah uji normalitas menggunakan excel. Pengujian hipotesis yang pertama menggunakan uji t satu sampel, hipotesis yang kedua uji *Effect Size* dan hipotesis yang ketiga uji t dua sampel berpasangan. Hasil penelitian menunjukkan bahwa: 1) Rata-rata nilai siswa sebesar 84,71 mencapai Kriteria Ketercapaian Tujuan Pembelajaran (KKTP) pada mata pelajaran matematika setelah diterapkan model pembelajaran *Make A Match* berbantuan media *Puzzle* dengan nilai t satu sampel yaitu $t_{hitung} = 6,09 > t_{tabel} = 2,05$, maka H_0 ditolak dan H_1 diterima; 2) Model pembelajaran *Make A Match* berbantuan media *Puzzle* berpengaruh besar terhadap hasil belajar matematika siswa kelas V SD dengan uji *Effect Size* diperoleh nilai $Es = 3,69$ dan kriterianya tinggi; 3) Terdapat perbedaan hasil belajar matematika sebelum dan sesudah menggunakan model *Make A Match* berbantuan media *Puzzle* dengan uji t dua sampel berpasangan sebesar 12,89445585.

Kata kunci: Model pembelajaran *Make A Match*, media *Puzzle*, hasil belajar matematika.

ABSTRACT

Siti Chotijah: *The Effect of Make A Match Model Assisted by Puzzle Media on Students' Mathematics Learning Outcomes, Thesis, ISBI Singkawang, 2025*

This study aims to: 1) determine the achievement of student learning outcomes seen from the Learning Objective Achievement Criteria (KKTP) in mathematics subjects after the Make A Match learning model assisted by Puzzle media is applied; 2) determine the extent of the influence of the Make A Match learning model assisted by Puzzle media on the mathematics learning outcomes of fifth grade students of SDN 25 Singkawang; 3). determine the differences in mathematics learning outcomes before and after using the Make A Match learning model assisted by Puzzle media. The research method is Quasi-Experimental with a One-Group-Pretest-Posttest-Design design. The population in the study were all fifth grade students of SDN 25 Singkawang. The research sample was taken by non-probability sampling with a saturated sample of 28 fifth grade students. The prerequisite test carried out was the normality test using excel. The first hypothesis test used a one-sample t-test, the second hypothesis the Effect Size test and the third hypothesis the paired two-sample t-test. The results of the study showed that: 1) The average student score of 84.71 reached the Learning Objective Achievement Criteria (KKTP) in mathematics after the application of the Make A Match learning model assisted by Puzzle media with a one-sample t value of $t_{count} = 6.09 > t_{table} = 2.05$, then H_0 is rejected and H_1 is accepted; 2) The Make A Match learning model assisted by Puzzle media has a significant effect on the mathematics learning outcomes of fifth grade elementary school students with the Effect Size test obtained an Es value = 3.69 and the criteria are high; 3) There is a difference in mathematics learning outcomes before and after using the Make A Match model assisted by Puzzle media with a paired two-sample t test of 12.89445585.

Keywords: *Make A Match learning model, Puzzle media, mathematics learning outcomes.*