

ABSTRACT

The Effect Of Using Steam-Based Big Book Learning Media On The Numeratic Ability Of Phase B Students At Sdi Al-Insyaf Lenteng Barat.

Keywords: *big books and Numeracy Ability*

This study aims to determine the effect of the use of steam-based big book learning media on the numeracy abilities of Phase B students at SDI Al-Insyaf Lenteng Barat to find out how much influence big books media has on the numeracy skills of Phase B students at SDI Al-Insyaf. Based on the results of observations and interviews conducted with teachers at SDI Al-Insyaf Lenteng Barat, the learning ability in the numeracy subject of phase B students is still very low. Students still have difficulty applying the mathematical knowledge they have learned to solve problems that occur, which are related to everyday life. Students reasoned because they did not understand the material being taught and the lack of enthusiasm of students to read and study again the material that had been taught at school. In addition, learning media is not used optimally.

The type of research used is causal comparative research or causal comparative research which is also called ex-post facto research with a quantitative approach. The sample consists of 10 students. Data from the pretest and posttest in this study were 5 description questions. The research results for the results of hypothesis testing that has been carried out through paired sample t-tests are obtained with a significance value of <0.05 , namely 0.001, then H_0 is rejected and H_a is accepted, so the hypothesis in this study is accepted. Students become more active and enthusiastic in the learning process by using steam-based big books media. That there is a positive influence on the implementation of the use of steam-based big books media on numeracy skills in phase B Al insyaf Lenteng Barat.