

ABSTRAK

Application of Bingo Game Methods and Number Bag Media to Improve learning Outcomes of Class IV Students in Mathematics Subjects SDN Pandian V Academic Year 2018/2019

Keywords : Learning Outcomes, Bingo Game Methods and Number Bag Media

Based on the results of observations at SDN Pandian V the quality of learning outcomes of class IV students is still under the KKM. This study aims to improve student learning outcomes in the estimated material for the operation of two fraction numbers through the method of bingo and number bag media.

This research method, using classroom action research methods. The research procedure is in the form of a cycle. Each cycle consists of three stages including: planning, implementing, observing, and reflecting. Data collection techniques through observation and test data. This data collection uses instruments in the form of teacher and student observation sheets in the learning process, while to find out the quality of learning outcomes, evaluation / test sheets are used.

The results showed that the application of the method of bingo and bag number media in learning can improve student learning outcomes in the estimated material of the operation of two fractions of completeness in a classical manner. In the pre-cycle grade average value of 59,72 with a completeness rate of 33,33%, in the first cycle the average value of class 68 with the completeness level became 55,56%, in the second cycle the class average score was 76,22 with a completeness rate of 72,22%, and in the third cycle the class average value was 83,83 with 100% completeness.