

**PERSETUJUAN PEMBIMBING**

**Skripsi Yang Berjudul**

**PENGARUH PERMAINAN DAKON BILANGAN TERHADAP  
HASIL BELAJAR FPB DAN KPK BILANGAN ASLI PADA  
SISWA KELAS IV SDN 47 HULONTALANGI KOTA  
GORONTALO**

**OLEH LITA ANDRIANI PAPUTUNGAN  
NIM. 151 414 021**

**Telah diperiksa dan disetujui untuk diuji**

**Pembimbing I**



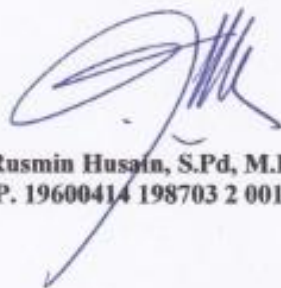
**Dra. Martianty Nalole, M.Pd  
NIP. 19590305 198303 2 002**

**Pembimbing II**



**Ismail Ploke, S.Pd, M.Pd  
NIP. 19571024 198303 1 002**

**Mengetahui  
Ketua Jurusan Pendidikan Guru Sekolah Dasar  
Fakultas Ilmu Pendidikan  
Universitas Negeri Gorontalo**



**Dr. Rusmin Husain, S.Pd, M.Pd  
NIP. 19600414 198703 2 001**

LEMBAR PENGESAHAN

Skripsi Yang Berjudul

PENGARUH PERMAINAN DAKON BILANGAN TERHADAP  
HASIL BELAJAR FPB DAN KPK BILANGAN ASLI PADA  
SISWA KELAS IV SDN 47 HULONTALANGI KOTA  
GORONTALO


Oleh Lita Andriani Paputungan

Telah dipertahankan di depan dewan penguji

Hari/Tanggal : Jumat, 06 Juli 2018  
Waktu : 14.00 WITA s/d Selesai

Penguji	Tanda Tangan	Tanggal
1. Dra. Samsiar Rival, S.Pd, M.Pd NIP. 19590218 198603 2 001		1. 11-7-2018
2. Dr. Asni Ilham, S.Pd, M.Si NIP. 19600414 198703 2 001		2. 11-7-2018
3. Dra. Martianty Nalole, M.Pd NIP. 19590305 198303 2 002		3. 11-7-2018
4. Ismail Pioke, S.Pd, M.Pd NIP. 19571024 198303 1 002		4. 11-7-2018

Gorontalo, Juli 2018  
Dekan Fakultas Ilmu Pendidikan  
Universitas Negeri Gorontalo

  
Prof. Dr. Wenny Hulukati, M.Pd  
NIP. 19570918 198503 2 001

## ABSTRAK

Paputungan Lita Andriani, 2018. Pengaruh Permainan Dakon Bilangan Terhadap Hasil Belajar FPB dan KPK Bilangan Asli Pada Siswa Kelas IV SDN 47 Hulontalo Kota Gorontalo. Skripsi, Jurusan Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Negeri Gorontalo. Pembimbing I Dra. Martianty Nalole, M.Pd, dan Pembimbing II Ismail Pioke, S.Pd, M.Pd.

Permasalahan penelitian ini adalah Apakah terdapat Pengaruh Permainan Dakon Bilangan Terhadap Hasil Belajar FPB dan KPK Bilangan Asli Pada Siswa Kelas IV SDN 47 Hulontalo Kota Gorontalo. Penelitian ini bertujuan untuk mengetahui Pengaruh Permainan Dakon Bilangan Terhadap Hasil Belajar FPB dan KPK Bilangan Asli Pada Siswa Kelas IV SDN 47 Hulontalo Kota Gorontalo. Penelitian ini menggunakan metode *Pre-experimental* dengan nama desain "*One Group Pretest-Posttest*". Teknik yang digunakan dalam pengumpulan data adalah observasi, tes, dan dokumentasi. Pengambilan sampel dilakukan dengan menggunakan sampling jenuh. Subjek penelitian ini adalah 14 siswa. Teknik analisis data menggunakan uji validitas, uji reliabilitas, uji normalitas, dan pengujian hipotesis menggunakan uji t.

Hasil penelitian menunjukkan nilai rata-rata sebelum menggunakan permainan dakon bilangan sebesar 40,28 dan setelah penggunaan permainan dakon bilangan 78,85. Berdasarkan hasil analisis data menggunakan uji t diperoleh  $t_{hitung} = 4,37$  dan  $t_{tabel} = 2,16$  pada taraf signifikan  $\alpha = 0.05$  dengan db = n-1 (13). Dengan demikian ,  $t_{hitung} > t_{tabel}$  berarti bahwa  $H_0$  di tolak dan menerima  $H_a$ . Disimpulkan bahwa terdapat Pengaruh Permainan Dakon Bilangan Terhadap Hasil Belajar FPB dan KPK Bilangan Asli Pada Siswa Kelas IV SDN 47 Hulontalo Kota Gorontalo.

***Kata Kunci : Permainan dakon bilangan, Hasil Belajar, FPB dan KPK bilangan Asli***

## ABSTRACT

Paputungan, Lita Andriani. 2018. The effect of "Dakon" Numbers Game (game played on board with depressions to be filled with cowrie shells) on Students' Learning Outcomes of Greatest Common Divisor and Least Common Multiple of Natural Number in Grade IV Elementary School SDN 47 Hulontalangi Gorontalo City. Undergraduate Thesis, Department of Elementary School Teacher Education, Faculty of Education, Universitas Negeri Gorontalo. Principal Supervisor: Dra. MartiantyNalole, M.Pd, Co-supervisor: Ismail Pioke, S.Pd, M.Pd.

The problem statement of this study is whether or not there is an effect of "Dakon" numbers game (game played on board with depressions to be filled with cowrie shells) on students' learning outcomes of Greatest common divisor and Least Common multiple of the natural number in Grade IV Elementary School SDN 47 Hulontalangi Gorontalo City. The purpose of this research is to find out the effect of "Dakon" numbers game (game played on board with depressions to be filled with cowrie shells) on learning outcomes of Greatest common divisor and Least common multiple of the natural number in the research area. This study used a Pre-experimental method with the design "One Group Pretest-Posttest." Moreover, The collected data of this study is through observation, test, and documentation. The sampling process is done by using saturated sampling involving 14 students as the research subject. Data analysis technique used validity test, reliability test, normality test, and hypothesis test using t-test.

The results show that the average score before using the "Dakon" numbers game was 40.28 and after the use of the game was 78.85. Based on the result of data analysis using  $t_{count}$  it was obtained  $t_{count} = 4,37$  and  $t_{table} = 2,16$  at significant level  $\alpha = 0.05$  with  $db = n-1$  (13). Therefore,  $t_{count} > t_{table}$  means that  $H_0$  is rejected and  $H_a$  is accepted. It concludes that there is an effect of "Dakon" numbers game on the learning outcomes of Greatest common divisor and Least Common multiple of the natural number in Grade IV Elementary School SDN 47 Hulontalangi Gorontalo City.

**Keywords:** *Dakon Numbers Game, Learning Outcomes, Greatest Common Divisor and Least Common Multiple*

