

ABSTRAK

Nawan Wulan HS., 2023 “*Peningkatan Kemampuan Menghitung Luas dan Keliling Bangun Datar Melalui Kuis Interaktif Terintegrasi Reward and Punishment di SDN 358 Pengkasalu*”. Skripsi Program Studi Pendidikan Guru Madrasah Ibtidayah Fakultas Tarbiyah dan Ilmu Keguruan Institut Agama Islam Negeri Palopo. Dibimbing oleh Nasaruddin dan Nurwahida.

Penelitian ini bertujuan: untuk mengetahui apakah proses dan hasil penerapan metode kuis interaktif terintegrasi *reward and punishment* dapat meningkatkan hasil belajar matematika terkait menghitung luas dan keliling bangun datar di kelas VI SDN 358 Pengkasalu.

Penelitian ini menggunakan metode Penelitian Tindakan Kelas (PTK), yang dilaksanakan dengan dua siklus. Subjek dalam penelitian ini adalah siswa kelas VI SDN 358 Pengkasalu dengan jumlah siswa 21 orang. Data diperoleh dari observasi, dokumentasi dan tes.

Hasil penelitian ini menunjukkan bahwa pada siklus I diperoleh hasil belajar matematika siswa dengan materi luas dan keliling bangun datar mengalami peningkatan yaitu 13 siswa yang tuntas atau dengan persentase 62% sedangkan masih terdapat 8 siswa yang tidak tuntas atau dengan persentase 38%. Siklus II diperoleh 18 siswa yang tuntas atau dengan persentase 86% sedangkan masih terdapat 3 siswa yang tidak tuntas atau dengan persentase 14%. Dari hasil penelitian ini Kemampuan Menghitung Luas dan Keliling Bangun Datar Melalui Kuis Interaktif Terintegrasi *Reward and Punishment* dapat meningkatkan hasil belajar matematika kelas VI SDN 358 Pengkasalu.

Kata Kunci : Bangun Datar, Kuis Interaktif, *Reward and Punishment*

ABSTRACT

Nawan Wulan HS., 2023 *"Increasing the Ability to Calculate the Area and Perimeter of Flat Buildings Through Reward and Punishment Integrated Interactive Quizzes at SDN 358 Pengkasalu". Thesis for Madrasah Ibtidayah Teacher Education Study Program, Faculty of Tarbiyah and Teacher Training, Palopo State Islamic Institute. Supervised by Nasaruddin and Nurwahida.*

This research aims: to find out whether the process and results of implementing the interactive quiz method integrated with reward and punishment can improve mathematics learning outcomes related to calculating the area and perimeter of flat shapes in class VI at SDN 358 Pengkasalu.

This research uses the Classroom Action Research (PTK) method, which is carried out in two cycles. The subjects in this research were class VI students at SDN 358 Pengkasalu with a total of 21 students. Data is obtained from observation, documentation and tests.

The results of this research show that in the first cycle, students' mathematics learning outcomes with the material area and perimeter of flat shapes increased, namely 13 students who completed it or with a percentage of 62%, while there were still 8 students who did not complete it or with a percentage of 38%. In cycle II, 18 students completed it or with a percentage of 86%, while there were still 3 students who did not complete it or with a percentage of 14%. From the results of this research, the ability to calculate the area and perimeter of flat shapes through interactive quizzes integrated with reward and punishment can improve mathematics learning outcomes for class VI SDN 358 Pengkasalu.

Keywords: *Flat Building, Interactive Quiz, Reward and Punishment*