ABSTRAK

Dwi Luckita, Nadya. 2024. Pengembangan Media Berbasis *Quiz Flashcard* Bermuatan Kearifan Lokal Pada Materi Berhitung Kelas I di SDN Curahgrinting 3 Probolinggo, Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP, Universitas Panca Marga Probolinggo, Pembimbing (I) Didit Yulian Kasdriyanto, S.Pd, M.Pd., Pembimbing (II) Ryzca Siti Qomariyah, S.Pd., M.Pd.

Kata Kunci: Media Pembelajaran, *Quiz Flashcard*, Kearifan Lokal

Penelitian ini bertujuan untuk untuk menguji efektivitas media flashcard terhadap peningkatan kemampuan berhitung pada siswa kelas 1 di SDN Curahgrinting 3 Probolinggo. Fokus utama dari penelitian ini adalah mengembangkan media pembelajaran berbasis *quiz flashcard* yang bermuatan kearifan lokal.

Metode penelitian ini adalah R&D *(Research and Development)* yang menggunakan model ADDIE. Model ADDIE memiliki lima tahapan, yaitu *Analyze, Design, Development, Implementation, Evaluation.* Instrumen pengumpulan data berupa dokumentasi, tes, angket validasi ahli media dan validasi ahli materi, serta angket respon guru dan siswa.

Berdasarkan hasil penilaian dari ahli materi memperoleh persentase 95% dengan kriteria sangat layak tanpa revisi, ahli media memperoleh persentase 97,5% dengan kriteria sangat layak sesuai revisi, respon guru memperoleh persentase 97,5% dengan kriteria sangat layak tanpa revisi, serta respon siswa memperoleh rata-rata 96,1%. Hasil penelitian menunjukkan bahwa media pembelajaran berbasis *quiz flashcard* bermuatan kearifan lokal layak digunakan untuk meningkatkan keterampilan berhitung siswa.

Dari penilaian ahli materi pelajaran, ahli media, guru, dan siswa menunjukkan bahwa media pembelajaran kuis *flashcard* berbasis kearifan lokal cocok untuk meningkatkan keterampilan berhitung siswa. Oleh karena itu, media pembelajaran *flashcard* bermuatan kearifan lokal dapat digunakan pada mata pelajaran matematika di kelas I SDN Curahgrinting 3 Probolinggo.

ABSTRACT

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Keyword: Learning Media, Quiz Flashcard, Local Wisdom

This research aims to test the effectiveness of flashcard media in improving numeracy skills in grade 1 students at SDN Curahgrinting 3 Probolinggo. The main focus of this research is to develop interactive learning media based on flashcard quizzes containing local wisdom.

This research method is R&D (Research and Development) which uses the ADDIE model. The ADDIE model has five stages, namely Analyze, Design, Development, Implementation, Evaluation. Data collection instruments include documentation, tests, media expert validation and material expert validation questionnaires, as well as teacher and student response questionnaires.

Based on the assessment results from material experts, they obtained a percentage of 95% with very appropriate criteria without revision, media experts obtained a percentage of 97.5% with very appropriate criteria according to the revision, teacher responses obtained a percentage of 97.5% with very appropriate criteria without revision, as well as student responses. obtained an average of 96.1%. The research results show that flashcard quiz-based learning media containing local wisdom is suitable to be used to improve students' numeracy skills. From the assessment of subject matter experts, media experts, teachers and students, it shows that the flashcard quiz learning media based on local wisdom is suitable for improving students' numeracy skills. Therefore, flashcard learning media containing local wisdom can be used in mathematics subjects in class I at SDN Curahgrinting 3 Probolinggo.