

## ABSTRACT

“Improving Student Learning Outcomes in Mathematics Learning on Integer Material Through Educational Games Using Non Example Example Models”

(Classroom Action Research on Class V Students at SD Negeri Cintaasih)

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This research is based on the low learning results of students in mathematics subjects in grade V of SD Negeri Cintaasih Cipeundeuy Sub-District, West Bandung Regency in the even semester of The Year 2018-2019. To solve the problem, one interesting learning model is used, namely example non Example learning model based on educational game that aims to improve students' learning results in mathematics subjects in grade V of SD Cintaasih Cipeundeuy Sub-District west Bandung District.

This study is a Class Action Study conducted in SD Cintaasih District Cipeundeuy West Bandung District with research subjects namely grade V students. The instruments used are test instruments, observation sheets and observation notes to observe students' activities during learning as well as the performance of teachers while teaching. The resulting data is analyzed using qualitative analysis in the form of student activity presentations and student test results.

The results of learning mathematics in integer material using the Example Non Example learning model in the first cycle achieved a complete percentage of 48.27% fall into the category of "Enough", while the percentage of completeness in cycle two of 65.51% belongs to the category of "Good", and the percentage of completeness of cycle three by 82.75% belongs to the category "Excellent" So there is an increase of 17.24% in each cycle.

Keywords: Learning Outcomes, Educational Games, Non Example Example Methods.