

**THE INFLUENCE OF THE PROBLEM BASED LEARNING  
MODEL ASSISTED WITH MATH GAMES ON THE  
NUMERATING ABILITY OF CLASS I PRIMARY STUDENTS**

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**ABSTRACT**

This research was motivated by the lack of numeracy skills of students at SD Negeri 128 Haurpancuh and the need for innovation in learning. Modern learning requires relevant technological developments, not just relying on books or teachers. The aim of this research is to evaluate the effect of using a problem-based learning model assisted by mathematical games on the numeracy skills of class I students at SD Negeri 128 Haurpancuh. This research uses a quantitative approach with a quasi-experimental non-equivalent control group design method. The research population consisted of 29 students in class IB (experiment) and 27 students in class IA (control) at SD Negeri 128 Haurpancuh. Class IB received treatment in the form of a problem-based learning model assisted by mathematical games, while class IA received regular learning. Data was collected through pretest, posttest and observation sheets, then analyzed using the normality test, homogeneity test, Mann-Whitney test and effect size test. The research results showed that there were significant differences between the control and experimental classes, with a Mann-Whitney test significance value of 0.000 and an effect size of 3.991. In conclusion, there are differences between classes that use regular learning and those that use problem-based learning models assisted by mathematical games, and there is a significant influence on students' numeracy skills after using these models and interactive media.

Keywords: Problem Based Learning Model, Mathematical Games, Numeracy Ability, Students