THE INFLUENCE OF THE PROBLEM BASED LEARNING MODEL ASSISTED BY KAHOOT MEDIA ON THE NUMERATION ABILITY OF CLASS III STUDENTS

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ABSTRACT

The background to this research is the low numeracy skills of students at SDN Kencana Indah 02 Bandung Regency because in the use of learning models and media, teachers are not used to using varied and innovative learning models and media, so that learning is felt to be less effective. Therefore, innovation is needed in learning, one of which is using the Problem Based Learning model assisted by Kahoot media. This research aims to determine the effect of the Problem Based Learning model assisted by Kahoot media. This research method uses quasi-experimental techniques with nonequivalent control group design. Data collection techniques through observation, documentation and tests. The test used uses a pretest and posttest which are used as data on the results of students' numeracy abilities. The objects used were class III-A as an experimental class using a Problem Based Learning model assisted by Kahootmedia and class III-B as a control class using a conventional model. Data processing techniques were carried out using normality tests, homogeneity tests, Independent Sample T-Tests, and effect size tests assisted by IBM SPSS Statistics 25 software. Based on the research results, an overview of the learning process was obtained using the Problem Based Learning model assisted by Kahoot media. There are differences in the numeracy abilities of students using the Problem Based Learning model assisted by Kahootmedia and students using the conventional model. This is proven by the results of the Independent Sample T-Test which produces a sig value. (2-tailed) $0.000 < 0.05$ means that H_0 is rejected and H_1 is accepted, so there is a difference in the numeracy abilities of students who use the Problem Based Learning model assisted by Kahoot media and students who use the conventional model. There is an influence of the Problem Based Learning model assisted by Kahootmedia on the numeracy abilities of third grade elementary school students. This can be proven by the results of the effect size calculation using the Cohens'd formula of 1.46, with an interpretation of the level of strong influence.

Keywords: Problem Based Learning, Kahoot Media, Numeracy Skills