

ABSTRACT

Nuriana (2023), The development of a Mathematics Module Based on Traditional Games of the Lombok Sasak Tribe in Elementary Schools, Thesis, Elementary School Teacher Education Study Program, Faculty of Education (FIP), Hamzanwadi University.

This study aims to develop a mathematics module based on the traditional game of the Lombok Sasak tribe on plane figure material using the ADDIE research design which consists of 5 steps, (1) Analysis, (2) Design (3) Development (4) Implementation (5) Evaluation. This research was conducted on fourth grade students with a total of 23 students. The instrument in this research and development used expert validation sheets and student response questionnaires. The test result of the material expert validation with a total score of 60 is in the range of scores $51 < X \leq 63$ in the "good" category which means valid. The test results of the media expert validation with a total score of 55 is in the range of scores $51 < X \leq 63$ in the "good" category which means valid. The result of the student response questionnaire on the practicality and effectiveness of the developed modules obtained a score of 1,324 with an average of 57.56 and is in the range of score $51 < X \leq 63$ in the "good" category which means practical and effective. Thus, it can be assumed that the development of a mathematics module based on the traditional game of the Lombok Sasak tribe of on plane figure material is in the category of valid, practical, effective, and can be uses as teaching material in learning activities.

Keywords: Mathematics Module, Traditional Games of the Lombok Sasak Tribe, Students in Elementary Schools

