ABSTRACT

The low problem-solving ability of elementary school students remains a major issue in mathematics learning, mainly due to teacher-centered instruction and limited use of innovative learning media. This study aims to examine the effect of the inquiry learning model assisted by Lupika media on fourth-grade students' problem-solving ability. This research employed a quantitative approach using a quasi-experimental design with a nonequivalent control group. The participants were fourth-grade students of SD Negeri Karangjati 04, divided into an experimental class and a control class. Data were collected through problem-solving ability tests, student response questionnaires, and observation sheets of learning implementation. The data were analyzed using an independent sample t-test and simple linear regression analysis. The results indicate a significant difference in problem-solving ability between students taught using the inquiry learning model assisted by Lupika media and those taught using conventional learning. Furthermore, the inquiry learning model assisted by Lupika media has a positive and significant effect on students' problem-solving ability. These findings suggest that integrating inquiry-based learning with educational game media enhances student engagement, conceptual understanding, and logical thinking skills in solving mathematical problems. Therefore, the inquiry learning model assisted by Lupika media is effective and can be used as an alternative learning strategy to improve elementary students' mathematical problem-solving ability.

Keywords: Inquiry learning, Lupika media, Problem solving ability.

ABSTRAK

Rendahnya kemampuan pemecahan masalah matematika siswa sekolah dasar masih menjadi permasalahan utama karena pembelajaran cenderung berpusat pada guru dan kurang didukung media pembelajaran yang menarik. Penelitian ini bertujuan untuk menganalisis pengaruh model pembelajaran inkuiri berbantuan media Lupika terhadap kemampuan pemecahan masalah siswa kelas IV sekolah dasar. Penelitian ini menggunakan metode kuantitatif dengan desain eksperimen semu (quasi experiment). Subjek penelitian adalah siswa kelas IV SD Negeri Karangjati 04 yang dibagi menjadi kelas eksperimen dan kelas kontrol. Teknik pengumpulan data dilakukan melalui tes kemampuan pemecahan masalah, angket

respons siswa, dan lembar observasi keterlaksanaan pembelajaran. Data dianalisis menggunakan uji *independent sample t-test* dan uji regresi linier sederhana. Hasil penelitian menunjukkan terdapat perbedaan yang signifikan antara kemampuan pemecahan masalah siswa yang mengikuti pembelajaran inkuiri berbantuan Lupika dengan siswa yang mengikuti pembelajaran konvensional, serta terdapat pengaruh positif dan signifikan penggunaan model pembelajaran inkuiri berbantuan Lupika terhadap kemampuan pemecahan masalah siswa. Temuan ini menunjukkan bahwa integrasi model inkuiri dengan media permainan edukatif mampu meningkatkan keaktifan, pemahaman konsep, dan keterampilan berpikir siswa dalam menyelesaikan masalah matematika. Dengan demikian, model pembelajaran inkuiri berbantuan Lupika efektif digunakan sebagai alternatif pembelajaran matematika di sekolah dasar. Polya (1973); Trianto (2020); Rizqi & Putra (2023); Asmawati & Sari (2024). Istiqomah & Rizqi, (2024).
Kata Kunci: Model inkuiri, Media Lupika, Kemampuan pemecahan masalah.