ABSTRAK

Penelitian ini bertujuan untuk mengetahui efektivitas penerapan model *Games Based Learning* berbantuan media Taman Kata (TAKA) terhadap pemahaman konsep kosakata siswa kelas 1 SDN 07 Mendelem. Penelitian ini menggunakan pendekatan kuantitatif dengan subjek penelitian sebanyak 25 siswa. Teknik pengumpulan data meliputi observasi, angket, tes pemahaman konsep, dan dokumentasi. Hasil penelitian menunjukkan adanya peningkatan pemahaman konsep siswa yang signifikan setelah diterapkannya model *Games Based Learning* berbantuan media TAKA. Nilai rata-rata tes pemahaman konsep siswa meningkat dari 55 sebelum implementasi menjadi 91,7 setelah implementasi, sedangkan nilai rata-rata angket pemahaman konsep siswa meningkat dari 48,8 menjadi 88,4. Selain itu, hasil angket respon siswa terhadap pelaksanaan pembelajaran menunjukkan nilai rata-rata sebesar 92,7 dengan kategori sangat baik, yang menandakan bahwa siswa memberikan respon positif terhadap pembelajaran. Penerapan model *Games Based Learning* berbantuan media TAKA mampu menciptakan suasana pembelajaran yang menyenangkan, meningkatkan motivasi dan keaktifan siswa, serta memudahkan siswa dalam memahami konsep kosakata. Dengan demikian, dapat disimpulkan bahwa model *Games Based Learning* berbantuan media Taman Kata (TAKA) efektif dalam meningkatkan pemahaman konsep kosakata siswa kelas 1 sekolah dasar.

Kata kunci: *Games Based Learning*, Media Taman Kata (TAKA), Pemahaman Konsep, Kosakata, Sekolah Dasar.

ABSTRACT

This study aims to determine the effectiveness of the Games Based Learning model assisted by the Taman Kata (TAKA) media in improving vocabulary concept mastery of first-grade students at SDN 07 Mendelem. This research employed a quantitative approach with 25 students as the research subjects. Data were collected through observation, questionnaires, concept mastery tests, and documentation. The results showed a significant improvement in students' concept mastery after the implementation of the Games Based Learning model assisted by TAKA media. The average score of the concept mastery test increased from 55 before implementation to 91.7 after implementation, while the average score of the concept mastery questionnaire increased from 48.8 to 88.4. In addition, the students' response questionnaire results showed an average score of 92.7 in the "very good" category, indicating that students gave positive responses to the learning process. The application of the Games Based Learning model assisted by TAKA media created an enjoyable learning atmosphere, increased students' motivation and activeness, and facilitated students' understanding of vocabulary concepts. Therefore, it can be concluded that the Games Based Learning model assisted by Taman Kata (TAKA) media is effective in improving vocabulary concept mastery of first-grade elementary school students.

Keywords: Games Based Learning, Taman Kata (TAKA) Media, Concept Mastery, Vocabulary, Elementary School.