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# THE EFFECT OF MAKE A MATCH TYPE OF COOPERATIVE LEARNING MODEL IN IMPROVING UNDERSTANDING OF THE CONCEPT OF SUMMARY INTEGRATIONS STUDENTS IN CLASS VI SDN 6 TOLINGGULA

## Hian Hilimi, Abdul Rahmat, Rusmin Husain

Postgraduate Basic Education Program
Gorontalo State University
Corr. hiancyhilimi@gmail.com

Article history:		Abstract:
Received: Accepted: Published:	7 <sup>th</sup> September 2021 7 <sup>th</sup> October 2021 25 <sup>th</sup> November 2021	Make a Match is a learning model in which students look for pairs of cards distributed by the teacher at the beginning of learning. Understanding is the ability to master understanding. Understanding looks at the transfer of material from one form to another, interpretation, and estimation. To be able to understand what is learned, it is necessary to have effective learning activities. A person will have a high level of understanding if he finds out for himself what he has learned, not just memorizing what is already there. The concept of adding integers is often simply called addition of integers. Adding means combining two or more numbers. In operating the addition of integers are often used signs (+) and signs (-). As is well known, the sign (+) or (-) in a number is an indication of the position of that number on a number line with respect to 0 or the starting point of Untari (2014). To explain the concept of adding integers to students, the easiest step is to use a number line.
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**Key Words**: Make A Match, Understanding the concept

#### **INTRODUCTION**

Education is the most important and most important priority in improving human resources as stated in the preamble to the 1945 Constitution, the goal of national education is to "educate the life of the nation". Achieving educational goals requires a strategy by developing science and technology to create quality education. According to the Law of the Republic of Indonesia Number 20 of 2003 concerning the National Education System, Article 1 Paragraph 1 reads "Education is a conscious and planned effort to create a learning atmosphere and learning process so that students actively develop their potential to have religious spiritual strength, self-control., personality, intelligence, noble character, and skills needed by himself, society, nation and state.

Education and teaching is a goal-conscious process. Objectives can be interpreted as an effort to provide a formulation of the results expected by students after carrying out the learning experience. Learning experiences can be obtained anywhere, one of them is at school. In learning at school, of course, contains many subjects that are taught. Improvement in a country is indeed an important role in the development of quality human resources. For efforts to form quality human beings starting from the family, social environment and educational educational institutions, to develop the potential of these human resources, educators or teachers who have knowledge, skills and learning strategies are needed that are able to lead students to achieve mastery in the learning process. One indicator of quality education is the acquisition of optimal student learning outcomes, both learning outcomes in the form of cognitive, affective and psychomotor.

Suprijono (2009:46 learning model is a pattern that is used as a guide in planning learning in class and tutorials. The learning model refers to the approach to be used, including learning objectives, stages in learning activities, learning environment, and classroom management .

According Hamruni (in Karim, 2013: 2) learning model *make a match* is a fun way again active for reviewing the learning materials to provide opportunities for students to pair up and play a quiz to classmates.

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#### **DISCUSSION**

## **Cooperative Learning Model MAKE A MATCH**

Based problems arise, then to solve the learning problem, researchers define alternative actions to improve the quality of learning, in order to encourage the involvement of students in learning and improving their creativity, so the researchers used a model of cooperative learning Make A Match.

Me according to Febrina (2011) In the Make A Match type of cooperative learning model, group cooperation exercises were first held. It aims to recognize and understand the characteristics of each individual and group. Based on the description above, it can be understood that; (1) the Make A Match type of cooperative learning model aims to foster mutual respect, foster an attitude of responsibility, increase confidence in solving a problem, (2) is a learning model that requires students to be active in learning, skills starting from the initial level as well as the advanced level possessed by students will be seen in this learning, (3) the environment in Make A Match learning is democratic, students are given the freedom to express their opinions.

Meanwhile, according to Anggraeni (2019), the make a match learning model provides opportunities for students to actively construct their mathematical knowledge by providing material concepts that can be reminded and understood pleasantly in study groups that demand cooperation, cohesiveness and time efficiency to complete them so that students have the motivation to learn and good learning outcomes. In applying the make a match learning model to make it easier for students to understand Mathematics subject matter. Thus, the application of the make a match learning model can provide a pleasant atmosphere.

#### **Number Card Media**

"Motivation plays an important role in providing passion, enthusiasm, and a sense of pleasure in learning, so that students have high motivation". Therefore, the use of appropriate media in the learning and learning process will be very helpful in the process of delivering messages or learning materials so that learning objectives can be achieved. To deepen students' understanding of the addition of integers, students were divided into 3 groups to make it easier to use the number card media. The first group is a group that carries cards containing questions. The second group is the group that carries the cards containing the answers. The third group is the assessor group. According to Nurhaeni (2019), there is an influence of number card media on students' understanding of integer subtraction operations. Arrange the positions of the groups in the shape of the letter U. Try the first and second groups to learn to face each other. If each group is already in a predetermined position, the teacher hides the whistle as a sign so that the first group and the second group move to meet each other, looking for pairs of suitable questions. Give them a chance to discuss.

This is based on the test results and a simple linear regression test which states that there is an influence of number card media. In addition, it can be seen from the average results of the pre-test and post-test that there is a difference in the students' understanding in the experimental class which is better than the control class.

Meanwhile, according to Saragih (2019), learning media is a tool in the teaching and learning process. Anything that can be used to stimulate the thoughts, attention, feelings, and abilities or skills of the learner so that it can encourage a good learning process. By using learning media the teacher can communicate the subject matter better and clearly.

# **Understanding The Concept Of Number**

The role of mathematics is certainly very important. Because, in everyday life, we do not count money or goods, and much more. The curriculum is used as a reference in the learning process. Mathematics subjects are mentioned in Permendiknas No. 22 of 2006 (Ministry of National Education, 2006) concerning the Standards of Content for Primary and Secondary Education Units, namely "mathematics subjects aim to make students have the ability to understand mathematical concepts, explain the relationship between concepts and apply concepts or algorithms, in a flexible, accurate, efficient, and effective manner. right, in problem solving".

According to Oktaviyani (2019) The use of the learning model is a means that can be used to deliver materials and subject matter to students to make it easier to deliver. The use of learning models in the teaching process can generate desire, motivation and stimulation of learning activities. However, it is expected that the learning model used must be in accordance with the content of the material to be conveyed. students learn mathematics only by imitating and noting the problem solving from the teacher'. If students can carry out the learning activities directly, they will understand better. Their memory will also last longer.

## **CONCLUSION**

To be able to understand what is being learned, it is necessary to have effective learning activities. To deepen students' understanding of the addition of integers, a make a match type learning model is applied.

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