

**PENGARUH PENGGUNAAN MEDIA PEMBELAJARAN BERBASIS  
VIDEP ANIMASI TERHADAP HASIL BELAJAR MATEMATIKA PADA  
MATERI PENJUMLAHAN DAN PENGURANGAN SISWA KELAS II  
DI UPT SPF SDN 104219 TANJUNG ANOM**

**ABSTRAK**

Pembelajaran Matematika di kelas II UPT SPF SDN 104219 Tanjung Anom masih dipersepsikan sulit dan menakutkan. Siswa belum sepenuhnya menguasai konsep dasar penjumlahan dan pengurangan. Selain itu, pembelajaran yang masih didominasi metode ceramah cenderung monoton, sehingga siswa cepat bosan, kurang termotivasi, serta memiliki minat belajar yang rendah. Penelitian ini bertujuan untuk mengetahui pengaruh penggunaan media pembelajaran berbasis video animasi terhadap hasil belajar Matematika, dibandingkan pembelajaran tanpa media video animasi pada materi penjumlahan dan pengurangan. Penelitian menggunakan desain quasi eksperimen dengan instrumen berupa tes, dengan subjek siswa kelas II. Untuk menentukan kelas eksperimen dan kontrol, dilakukan pretest terlebih dahulu. Hasil pretest menunjukkan nilai rata-rata kelas IIA sebesar 38 dan kelas IIB sebesar 47. Karena nilai rata-rata kelas IIA lebih rendah, kelas IIA ditetapkan sebagai kelas eksperimen (menggunakan video animasi), sedangkan kelas IIB sebagai kelas kontrol (pembelajaran konvensional). Pada posttest, kelas eksperimen memperoleh nilai rata-rata 75, sedangkan kelas kontrol 57. Pengujian hipotesis menggunakan uji t menghasilkan  $t_{hitung} 2,32 > t_{tabel} 1,68$ , sehingga  $H_0$  ditolak dan  $H_a$  diterima. Dengan demikian, dapat disimpulkan bahwa penggunaan media pembelajaran berbasis video animasi berpengaruh signifikan terhadap hasil belajar Matematika pada materi penjumlahan dan pengurangan siswa kelas II UPT SPF SDN 104219 Tanjung Anom T.A 2025/2026.

**Kata kunci: Video Animasi, Hasil Belajar Matematika, Penjumlahan dan pengurangan**

**THE EFFECT OF THE USE OF ANIMATION VIDEO-BASED LEARNING  
MEDIA ON MATHEMATICS LEARNING OUTCOMES IN THE  
ADDITION AND SUBTRACTION MATERIAL OF GRADE II  
STUDENTS AT UPT SPF SDN 104219 TANJUNG ANOM**

**ABSTRACT**

*Mathematics learning in grade II of UPT SPF SDN 104219 Tanjung Anom is still perceived as difficult and intimidating. Students have not fully mastered the basic concepts of addition and subtraction. In addition, learning that is still dominated by lecture methods tends to be monotonous, so that students quickly get bored, lack enthusiasm, and have low learning interest. This study aims to determine the effect of using animated video-based learning media on Mathematics learning outcomes, compared to learning without animated video media on addition and subtraction materials. The study used a quasi-experimental design with instruments in the form of tests, with subjects being grade II students. To determine the experimental and control classes, a pretest was conducted first. The pretest results showed that the average score of class IIA was 38 and class IIB was 47. Because the average score of class IIA was lower, class IIA was designated as the experimental class (using animated videos), while class IIB was designated as the control class (conventional learning). In the posttest, the experimental class obtained an average score of 75, while the control class obtained 57. Hypothesis testing using the t test resulted in a calculated t of  $2.32 > t$  table 1,68, so  $H_0$  was rejected and  $H_a$  was accepted. Thus, it can be concluded that the use of animated video-based learning media has a significant effect on Mathematics learning outcomes in the addition and subtraction material of class II students of UPT SPF SDN 104219 Tanjung Anom in the academic year 2025/2026.*

**Keywords:** *Animated Video, Mathematics Learning Outcomes, Addition and Subtraction*