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ANALYSIS OF ENRICHMENT OF FLAT SHAPE CONCEPT UNDERSTANDING IN ELEMENTARY SCHOOLS: INTRODUCTION OF FLAT SHAPES IN EVERYDAY CONCEPTS

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ABSTRACT

This research aims to analyze the effectiveness of using monopoly learning media in helping class IV students at SDN 2 Gedong Air understand the concept of flat figures. The research method used is qualitative with a case study approach. The data analysis technique was carried out in depth using triangulation techniques to increase the validity of the findings. Triangulation was carried out through interviews with educators, students and parents to get different perspectives on learning problems. Monopoly media was chosen based on various previous studies which showed the potential of this media in increasing understanding of basic mathematical concepts in a competitive and interactive manner. The research results show that monopoly media can increase student motivation and interaction, but requires simplification of rules and careful preparation to suit the age of students. The obstacles faced are differences in students' understanding of the concepts of area and perimeter, as well as the complexity of the game rules.

Keywords*: *Monopoly Learning Media, Plane Geometri, Student Motivation, Mathematical Concept Understanding

A. INTRODUCTION

The concept of flat shapes is an important foundation in mathematics education at the elementary school level. However, many students still struggle to understand this concept in depth. Flat shapes are a collection of straight or curved lines that form a flat surface, which may sound abstract to most elementary school students. However, this concept is actually very close to their daily lives. Starting from the shape of books, windows, to slices of pizza, flat shapes are present in various forms and sizes around us. Although flat shapes are so close to the surrounding environment, many students still struggle to understand this concept. One of the main challenges is the abstract representation of flat shapes in textbooks. In fact, a deep understanding of flat shapes requires concrete experiences and manipulation of real objects. Monotonous and less varied teaching methods often make students bored and less interested in flat shapes material. Moreover, the use of engaging and interactive learning media for the concept of flat shapes is still not optimal in many elementary schools.

Therefore, it is necessary to undertake enrichment efforts to help students build a stronger and more meaningful understanding. Enrichment Analysis in the context of learning, particularly on the topic of flat shapes in elementary school, refers to an in-depth process to understand how students build a richer and deeper understanding of the concept of flat shapes. This analysis aims to delve deeper into how elementary school students

construct their understanding of flat shapes through their daily experiences. By understanding the learning processes of students, it is hoped that more effective learning strategies can be developed to help students achieve the expected competencies in understanding the concept of flat shapes. This research is driven by the assumption that by relating flat shapes to objects around the students, their understanding will be more meaningful and lasting.

B. RESEARCH METHOD

The method in this study uses a qualitative approach with a case study design, involving fourth-grade students at SDN 2 Gedong Air as research subjects. This study aims to measure the effectiveness of using a specially designed monopoly learning media with questions about basic concepts and how to solve problems related to flat shapes. The data analysis technique was conducted in-depth using triangulation to enhance the validity of the findings. Triangulation was conducted through interviews with educators, students, and parents to obtain different perspectives on learning issues.

C. RESULTS AND DISCUSSION

This research was conducted at the residence of one of the educators from SDN 2 Gedong Air located on Jalan Sejahtera Gang Trimurjo, Kemiling. Before conducting the interview, the researcher first conducted a literature review to ensure that the use of monopoly media in teaching the basic concepts of flat shapes has been supported by previous research. This literature review is important to provide a strong theoretical foundation and to ensure that the monopoly media used in this study has the potential to enhance students' understanding of flat shape concepts.

The main objective of this research is to determine and demonstrate that the monopoly learning device is suitable for teaching the basic concepts of flat shapes. The researcher uses monopoly media, which makes students more interested and motivated to learn, thereby improving their understanding of the material being taught. To support this objective, the researcher conducted a comparison based on the review of several articles discussing the use of media in learning. The review results show that monopoly media is effective in helping students understand the basic concepts of flat shapes.

The following is a comparison table based on the review results of several articles related to the use of learning media for the basic concept of monopoly. This table presents information about the effectiveness of media in various learning contexts, as well as the advantages and disadvantages found in previous research. With this table, researchers can more easily identify aspects that need to be considered in the use of media and ensure that the media can be used optimally in learning in the fourth grade at SDN 2 Gedong Air.

Article	Main Focus	Author and Year of Publication	Advantages of Monopoly Usage	Potential Shortcomings	Relevance to the Concept of Plane Figures
Improvement of the understanding	*Puzzle as a medium*	Deka Elyasa, Geri Syarhril	Flexible, visual, interactive	Limited to the concept of area	Very relevant, especially for

of the concept of area of flat shapes through puzzle media		Sidik, Riza Fatimah Zahrah (2023).			the concepts of area and measurement.
The use of monopoly media in improving the mathematical concept comprehension skills of fifth-grade elementary school students	Monopoly as a medium	Indhira Asih Vivi Yandari, Maya Kuswaty (2017).	Interesting, Competitive, Multi-concept	The complexity of the rules takes longer.	Relatively relevant can be adjusted to various concepts of flat shapes.
Development of basic shape sticky board media based on problem-solving	Sticky board as a medium	Astri Nur Wulandari, Krisma Mawardi (2018)	Visual, interactive, collaborative	Requires more thorough preparation	Very relevant, can be used for various types of flat shapes and their properties in mathematics for 4th-grade elementary school students.
Development of animated video learning media on the volume of three-dimensional shapes for 5th grade elementary school.	Animation videos as media	Delila Khoiriyah Masruri (2020).	Interesting, visual, easily accessible	Less interactive, focus on the volume of three-dimensional shapes	Less relevant, more focused on three-dimensional shapes than two-dimensional shapes.

Based on the comparison above, Monopoly has several advantages that make it potential to be used as a medium for learning the concept of flat shapes. The elements of competition and social interaction in Monopoly can enhance students' learning motivation. Additionally, this game can be adapted to include various concepts of flat shapes, such as area, perimeter, types of flat shapes, and their properties. The game rules can also be modified to match the students' level of understanding and learning objectives. Thus, Monopoly not only makes learning more engaging but also more effective. This is important to ensure that students can understand and master the concepts being taught well.

However, there are several things to consider when using Monopoly as a learning medium. According to Yandari, I. A. V., & Kuswaty, M. (2017), the rules of Monopoly are quite complex, so they need to be simplified and adjusted to the age of the learners. In addition, this game takes a relatively long time, so it needs to be managed well to avoid disrupting other learning times. The creation of game boards, cards, and other teaching aids also requires thorough preparation. Therefore, educators must ensure that all preparations are done well before starting the game. With proper preparation, Monopoly can become a very effective learning tool.

To maximize the use of Monopoly as a medium for learning flat shape concepts, educators can simplify the rules and concepts of flat shapes taught according to the cognitive abilities of the students. Educators can also choose one or two flat shape concepts to emphasize in the game. The use of designs on the game board and cards with clear and attractive flat shape images can also help improve students' understanding. Additionally, educators can involve students in the creation and design of game props. This not only increases student engagement but also makes them feel more ownership of the learning process.

Involving students in the creation and design of game props can enhance engagement and a sense of ownership in the learning process. In addition, the implementation of periodic evaluations to assess the effectiveness of this game in enhancing students' understanding of flat shapes is very important. This evaluation can be conducted through written tests, observations, and interviews with the students. The evaluation results can be used to make improvements and adjustments to the Monopoly game to make it more effective in learning. For example, if it is found that students have difficulty understanding the game rules, educators can simplify those rules.

In addition, educators can also integrate Monopoly with other teaching methods to enhance its effectiveness. For example, after playing Monopoly, students can be asked to create a report or presentation on the flat shapes they have learned about. This can help students internalize the knowledge they have acquired. In this way, the Monopoly game not only serves as a learning tool but also as an evaluation tool. Educators can see the extent to which learners understand the concepts being taught through the game.

The use of Monopoly as a learning medium can also help develop the social and emotional skills of students Yandari, I. A. V., & Kuswaty, M. (2017). Through this game, students learn to cooperate, communicate, and resolve conflicts with their friends. These skills are very important for the personal and academic development of the students. Thus, Monopoly not only helps students understand the concept of flat shapes but also assists them in developing skills that are important for their future lives. Overall, Monopoly has great potential to be used as a medium for learning the concept of flat shapes.

To ensure the effectiveness of the Monopoly game in learning, educators need to make appropriate adjustments based on evaluation results. If it is found that students have difficulty understanding the game rules, educators can simplify those rules. If the students feel bored with the game, the educator can add new and interesting elements. In addition, educators can integrate the Monopoly game with other teaching methods to enhance its effectiveness. For example, after playing Monopoly, students can be asked to create a report or presentation on the flat shapes concepts they have learned. This can help students internalize the knowledge they have acquired.

According to Yandari, I. A. V., & Kuswaty, M. (2017), the use of Monopoly games as a learning medium can also help develop students' social and emotional skills. Through this game, students learn to cooperate, communicate, and resolve conflicts with their friends. These skills are very important for the personal and academic development of the students. Thus, Monopoly not only helps students understand the concept of flat shapes but also aids

them in developing skills that are important for their future lives. Overall, Monopoly has great potential to be used as a medium for learning the concept of flat shapes. The results of the interview with the informant are as follows:

Observation	Observation Results
Learning Methods	Educators use methods such as lectures, question-and-answer sessions, and demonstrations using concrete objects like pencil cases, books, and paper.
Learning Media	Educators use images of flat shapes, concrete objects, and monopoly learning media.
Student Activities	Most of the students actively answered the questions, but some students seemed to have difficulty understanding the concepts of area and perimeter.
Interaction between Educators and Learners	The educator is dominant in delivering the material, but gives students the opportunity to ask questions. And playing Monopoly in class under the guidance of the educator.
Obstacle	Students have difficulty distinguishing between area and perimeter, some students lack focus, and there is a lack of variation in learning media. Some students may feel bored or struggle to follow enrichment activities, especially if the material is too difficult or uninteresting.
Evaluation	Educators conduct evaluations through written tests after delivering the material in the form of tests using LKPD.

Overall, Monopoly has great potential to be used as a medium for learning the concept of flat shapes. With thorough preparation and appropriate adjustments, this game can become an effective tool for enhancing students' understanding of flat shape concepts and their social skills. Educators need to ensure that all preparations are done well before starting the game. With good preparation, the Monopoly game can become a very effective learning tool. In addition, educators can also integrate Monopoly with other teaching methods to enhance its effectiveness. For example, after playing Monopoly, students can be asked to create a report or presentation on the flat shapes they have learned about. This can help students internalize the knowledge they have acquired.

D. CONCLUSION

The use of monopoly media in flat shape learning in elementary school can enhance students' understanding and motivation. The interactive elements in this game make students more enthusiastic, but the game rules need to be simplified to match their level of understanding. To address the constraints, educators can focus on one or two flat shape concepts, use an engaging game board design, and involve students in creating teaching aids. Periodic evaluations are also important to ensure the effectiveness of this media. With thorough preparation and appropriate adjustments, Monopoly can become an effective tool for enhancing students' understanding of flat geometric concepts and social skills. Integration with other learning methods, such as reports or presentations after the game, can also help students internalize the knowledge gained.Overall, Monopoly has great

potential to be used as a medium for learning flat geometry concepts. With thorough preparation and appropriate adjustments, this game can become an effective tool for enhancing students' understanding of flat shapes and their social skills. Educators need to ensure that all preparations are done well before starting the game. In addition, educators can also integrate the Monopoly game with other learning methods to enhance its effectiveness.

D. REFERENSI

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