**THE EFFECT OF FUN TEACHING STRATEGY ON RESULTS LEARNING MATHEMATICS STUDENTS USING THE**

**LUDO MATCH GAME MEDIA IN CLASS X**

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**ABSTRACT**

This research is motivated by the low cognitive abilities of students. the low student learning outcomes can be seen from the daily math scores of students which is still below the KKM. Besides Mathematics is one of the subjects that are less liked by students. Mathematics teachers are required to be able to make mathematics more interesting and liked by students. Fun Teaching Strategy with Ludo Match media can be used as a solution to generate student mathematics learning outcomes, and can make teaching and learning activities meaningful and fun. The purpose of this study is to determine whether the Fun Teaching strategy has an effect on student mathematics learning outcomes.

This research is a literature study. Data analysis techniques used in this study are: 1. Data reduction aims to facilitate the understanding of data that has been collected from the field notes by summarizing, clarifying according to the problem and aspects of the problem that can be investigated. 2. Data display is to present detailed data by looking for relationship patterns. 3. Conclusion drawing / verification is drawing conclusions and verification.

Based on the results of the study it can be concluded that based on the results of secondary research data sources the use of Fun Teaching learning strategies can have a positive impact both in terms of improvement and provide a significant influence on student mathematics learning outcomes.

**Keywords**: Strategy, Fun Teaching