



### ผลการวิจัยพบว่า

1. ประสิทธิภาพของกิจกรรมการเรียนรู้คณิตศาสตร์โดยใช้เกม ตามแนวทางการเรียนรู้ที่มีความสุข เท่ากับ 78.60/78.11 ซึ่งเป็นไปตามเกณฑ์ที่ตั้งไว้
2. ผลสัมฤทธิ์ทางการเรียนคณิตศาสตร์โดยใช้เกม ตามแนวทางการเรียนรู้ที่มีความสุข เรื่อง ทศนิยม ชั้นประถมศึกษาปีที่ 5 สูงกว่าเกณฑ์ที่ตั้งไว้อย่างมีนัยสำคัญทางสถิติที่ระดับ .05
3. ระดับความสุขของการเรียนรู้คณิตศาสตร์ โดยใช้เกม ตามแนวทางการเรียนรู้ที่มีความสุขเรื่องทศนิยม ของนักเรียนชั้นประถมศึกษาปีที่ 5 อยู่ในระดับมาก ( $\bar{X} = 4.36$  , S.D. = 0.18)



มหาวิทยาลัยราชภัฏมหาสารคาม  
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**Title** The Study Of Mathematics Learning With The Game Sets By Using Happy Learning Model On Decimal Of The Prathomsuksa 5 Students .

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### **Abstract**

The purposes of this research were to develop Mathematics Learning with the game sets by using happy learning model on Decimal of the Prathomsuksa 5 students and application efficiently according to the 75/57 criteria. To compare the Mathematics achievement after being taught Mathematics learning with the game sets using happy learning model on Decimal with fixed criteria (75 %) . To assess the students' happiness level after being taught Mathematics learning with the game sets using happy learning model on Decimal of the prathomsuksa 5 students. The subjects of this Study were 19 purposive sampling of the prathomsuksa 5 students in Ban Songpeenongwittayakarn School ,the office of Roi - Et Primary Educational Area Zone 1 that were the experimental group in the second semester of the 2010 academic year. The research instruments were 12 Mathematics learning with the game sets lesson plans. Each lesson plan will take about 1 hour. The effect of the expert assessment was at very appropriate level ( $\bar{x} = 4.29$  , S.D = 0.34) , 30 items of the achievement test which its IOC value was during 0.67 - 1.00 , its classification value was during 0.23 - 0.90 and its accuracy value was at 0.89 , 30 items of the students' happiness level test which its IOC value was during 0.67 - 1.00 , its Classification value was during 0.56 - 0.79 and its accuracy value was at 0.91 and 8 game sets. The statistics used is percentage , mean, standard deviation and the statistical test by using t - test one sample group. The effect of the experts' assessment increased high level

**The finding were as follows:**

1. The efficiency of Mathematics learning with the game sets by using happy learning model on Decimal is 78.60 / 78.11 which is based to the criteria.
2. The Mathematics achievement of the experimental group after being taught Mathematics learning with the game sets by using happy learning model on Decimal of the Prathomsuksa 5 students is higher than fixed criteria with statistics significant at .05 level.
3. The student's happiness level after being taught Mathematics learning with the game sets by using happy learning model on Decimal of the Prathomsuksa 5 was at a high level ( $\bar{x} = 4.36$ , S.D = 0.18)



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