

**DEVELOPING INTERACTIVE TEACHING MATERIALS
OF FANTASY STORY TEXT WITH CHARACTER EDUCATION-BASED
FOR SEVENTH GRADE STUDENTS AT MTS MIFTAHUSSALAM MEDAN**

By :

**Elsya Fitri Utami, S.Pd
Dr. Mutsyuhito Solin, M.Pd.
Dr. Daulat Saragi, M.Hum.**

ABSTRACT

The background of this study is the importance of instilling character education in learning and the use of interactive teaching materials which are still seldom used. This study aims to: (1) Describe the result of developing interactive teaching materials of fantasy story text with character education-based for seventh grade students at MTS Miftahussalam Medan. (2) Describe the appropriateness of interactive teaching materials of fantasy story text with character education-based for seventh grade students at MTS Miftahussalam Medan. (3) Describe the effectiveness of students by using interactive teaching materials of fantasy story text with character education-based for seventh grade students at MTS Miftahussalam Medan. This study used Research and Development (*R&D*) based on Hanafin & Peck Model. The subject of study was the seventh grade students at MTS Miftahussalam Medan. The result of study stated that the result of students' learning increased 13.79%. Before that, in the pretest conducted was gained the average as 70.28 then in the posttest gained the average as 84.07. The result also demonstrated that interactive teaching materials of fantasy story text with character education-based for seventh grade students at MTS Miftahussalam Medan were appropriate to be used as the independent learning materials.

Key Words: *Teaching Materials, Interactive, Fantasy Story Text, Character Education.*