

ABSTRAK

Manumpak H. Tamba. Pengembangan Media *Flash Card* Berbasis Animasi *Audio-Visual* Tema 7 Bentuk, Warna, Ukuran, Dan Permukaan Benda Di Kelas I SD Negeri 2 Sabulan Tahun Ajaran 2020/2021. Skripsi. Program Studi PGSD FIP UNIMED. 2021.

Penelitian ini bertujuan untuk mengetahui kelayakan, praktikalitas, dan keefektifan media *flash card* berbasis animasi *audio-visual* tema 7 bentuk, warna, ukuran, dan permukaan benda di kelas I SD Negeri 2 Sabulan t.a 2020/2021. Penelitian ini merupakan jenis penelitian pengembangan (*Research and Development*) dengan menggunakan ADDIE (*Analysis, Design, Development, Implementation and Evaluation*).

Hasil penelitian menunjukkan media *flash card* berbasis animasi *audio-visual* tema 7 bentuk, warna, ukuran, dan permukaan benda di kelas I SD Negeri 2 Sabulan t.a 2020/2021 dengan tingkat persentase kelayakan yang diberikan ahli materi sebesar 72% menjadi 90% dengan kategori “Sangat Layak”. Hasil validasi oleh ahli media yang awalnya 68% menjadi 92% dengan kategori “Sangat Layak, dan praktikalitas pendidikan 91%. Efektifitas media *flash card* pada tahap *pretest* nilai peserta didik dengan rata-rata 50% kategori efektifitas “Rendah”, dan pada tahap *post test* nilai peserta didik mengalami peningkatan setelah menggunakan media *Flash Card* dengan rata-rata 88% dengan kategori efektifitas “Sangat Tinggi”. hasil belajar peserta didik mengalami kenaikan sebesar 38%, Maka dari itu dapat disimpulkan bahwa media *flash card* berbasis animasi *audio-visual* tema 7 bentuk, warna, ukuran, dan permukaan benda di kelas I SD Negeri 2 Sabulan t.a 2020/2021, layak digunakan dalam proses pembelajaran.

Kata Kunci: Media Flash Card, Audio-Visual



ABSTRACT

Manumpak H. Tamba. *Development of Flash Card Media Based on Audio-Visual Animation Themes 7 Shapes, Colors, Sizes, and Surfaces of Objects in Class I SD Negeri 2 Sabulan Academic Year 2020/2021. Skripsi. UNIMED FIP PGSD Study Program. 2021.*

This study aims to determine the practicality, and effectiveness of flash card media based on audio-visual animation with themes of 7 shapes, colors, sizes, and object surfaces in grade I SD Negeri 2 Sabulan t.a 2020/2021, This research is a type of development research (Research and Development) using ADDIE (Analysis, Design, Development, Implementation and Evaluation).

The results showed that flash card media based on audio-visual animation with themes of 7 shapes, colors, sizes, and surfaces of objects in class I SD Negeri 2 Sabulan ta 2020/2021 with the proportion provided according to the material was 72% to 90% with the category "Very Worthy". The results of the validation by media experts were initially 68% to 92% with the category "Very Eligible, and the quality of education was 91%. The effectiveness of flash card media at the pretest stage was the score of students with an average of 50% in the "Low" effectiveness category, and at the post-test stage, students experienced an increase after using Flash Card media with an average of 88% with the effectiveness category "Very High". Student learning outcomes have increased by 38%. Therefore, it can be concluded that the flash card media based on audio-visual animation with themes of 7 shapes, colors, sizes, and surface objects in class I SD Negeri 2 Sabulan ta 2020/2021, is suitable for use in the learning process. learning.

Keywords: *Flash Card Media, Audio-Visual*