

ABSTRACT

IVANY ATALIA. NIM. 1181111059 "Development of Ludo Media to Improve Student Learning Outcomes in Theme 4 Sub-theme 1 Class II SD Negeri Inpres Sampe Cita T.A 2021/2022". Thesis. Primary teacher education. Medan State University, 2022.

This research is motivated by the low learning outcomes of students and the lack of use of learning media in class II, especially in thematic learning only relying on teacher books and student books. This causes students to be less active in participating in lessons. Seeing these problems, it is necessary to use media that is in accordance with the material. The purpose of this study (1) is to determine the validity of the development of ludo media in Theme 4 Sub-theme 1 class II SD Negeri Inpres Sampe Cita T.A 2021/2022. (2) Knowing the effectiveness of developing ludo media on Theme 4 Sub-theme 1 class II SD Negeri Inpres Sampe Cita T.A 2021/2022. (3) Knowing the practicality of developing ludo media in Theme 4 Sub-theme 1 class II SD Negeri Inpres Sampe Cita T.A 2021/2022. This study uses Research and Development (R&D) according to Dick and Carey, namely the ADDIE model. The steps taken in this development research are divided into 5, namely: Analysis, Design, Development, Implementation, and Evaluation. Data collection techniques used interviews, observations, questionnaires, and tests. The feasibility of the product is based on the results of the assessment of material experts and media experts. The practicality of the product is based on the results of the classroom teacher's assessment. Product effectiveness is measured by student learning outcomes through pretest and posttest tests. The results showed the level of feasibility of the media and materials. The material expert's assessment gave a score of 47 with a percentage of 94% in the "very feasible" category and the media expert assessment gave a score of 46 with a percentage of 92% in the "very feasible" category. The level of practicality of ludo media is determined by the second grade educators (teachers) at the Inpres Sampe Cita State Elementary School. The assessment by the class teacher gave a score of 59 with a percentage of 90.76% in the "very decent" category. The level of effectiveness of ludo media is determined by the results of the pretest and posttest. Student learning outcomes before (pretest) and after (posttest) using the media increased from 58.93 to 88.15. The results of the N-Gain Score test are 0.71 with a percentage of 71.33 with effective criteria, which means that the use of Ludo media can increase the effectiveness of learning outcomes. It can be concluded that ludo media is feasible as one of the thematic learning media and can improve student learning outcomes in class II SD Negeri Inpres Sampe Cita.

Keywords: Development, Ludo Media, Learning Outcomes

ABSTRAK

IVANY ATALIA. NIM. 1181111059 “Pengembangan Media Ludo Untuk Meningkatkan Hasil Belajar Siswa pada Tema 4 Subtema 1 Kelas II SD Negeri Inpres Sampe Cita T.A 2021/2022”. Skripsi. Pendidikan Guru Sekolah Dasar. Universitas Negeri Medan, 2022.

Penelitian ini dilatar belakangi oleh rendahnya hasil belajar siswa dan kurangnya penggunaan media pembelajaran di kelas II terutama dalam pembelajaran tematik hanya mengandalkan buku guru dan buku siswa. Hal ini mengakibatkan siswa kurang aktif mengikuti pelajaran. Melihat permasalahan tersebut, maka perlu penggunaan media yang sesuai dengan materi. Tujuan penelitian ini (1) Mengetahui validitas pengembangan media ludo pada Tema 4 Subtema 1 kelas II SD Negeri Inpres Sampe Cita T.A 2021/2022. (2) Mengetahui efektivitas pengembangan media ludo pada Tema 4 Subtema 1 kelas II SD Negeri Inpres Sampe Cita T.A 2021/2022. (3) Mengetahui praktikalitas pengembangan media ludo pada Tema 4 Subtema 1 kelas II SD Negeri Inpres Sampe Cita T.A 2021/2022. Penelitian ini menggunakan *Research and Development (R&D)* menurut Dick and Carey yaitu model ADDIE. Langkah yang ditempuh dalam penelitian pengembangan ini terbagi menjadi 5, yaitu: *Analysis, Design, Development, Implementation, and Evaluation*. Teknik pengumpulan data menggunakan wawancara, observasi, angket, dan tes. Kelayakan produk didasarkan pada hasil penilaian ahli materi, dan ahli media. Kepraktisan produk didasarkan pada hasil penilaian guru kelas. Keefektifan produk diukur dari hasil belajar siswa melalui tes *pretest* dan *post-test*. Hasil penelitian menunjukkan tingkat kelayakan media dan materi. Penilaian ahli materi memberikan skor 47 dengan presentase 94% masuk kategori “sangat layak” dan penilaian ahli media memberikan skor 46 dengan presentase 92% masuk kategori “sangat layak”. Tingkat kepraktisan media ludo ditentukan oleh tenaga pendidik (guru) kelas II SD Negeri Inpres Sampe Cita. Penilaian oleh guru kelas memberikan skor 59 dengan presentase 90,76% masuk kategori “sangat layak”. Tingkat keefektifan media ludo ditentukan oleh hasil *pretest* dan *posttest*. Hasil belajar siswa sebelum (*pretest*) dan sesudah (*posttest*) menggunakan media mengalami peningkatan dari 58,93 menjadi 88,15. Hasil uji *N-Gain* Score 0,71 dengan persentase 71,33 dengan kriteria efektif yang berarti penggunaan media ludo dapat meningkatkan efektivitas hasil belajar. Dapat disimpulkan bahwa media ludo layak sebagai salah satu media pembelajaran tematik dan dapat meningkatkan hasil belajar siswa di kelas II SD Negeri Inpres Sampe Cita.

Kata Kunci: Pengembangan, Media Ludo, Hasil Belajar