

ABSTRACT

JUNEISA HUTABALIAN. Development of LKPD Theme 7 Sub-theme 1 Learning 2 Events in Life Using the Education Games Method for Class V SDN 106160 Tanjung Rejo Kec. Percut Sei Tuan T.A 2021/2022.

This research is a development research which aims to develop Student Worksheets (LKPD) based on education games on students' critical thinking skills in thematic learning in class V Theme 7 Sub-theme 1 Learning 2 which are valid, practical, and effective to use. This research is motivated by the fact that many schools still use LKPD circulating from various publishers so that the LKPD is not appropriate to use. LKPD which is applied to learning in schools currently does not strengthen the collection of learning material in the curriculum and its content is only conceptual material insight as well as theoretical knowledge, the application and application of the knowledge in everyday life is not supported so evaluation of LKPD is very necessary. This research is a development research using the 4-D development research model (Four D Models) according to Thiagarajani. This model consists of 4 stages of development, namely Define, Design, Develop, and Disseminate or adapted into a 4-D model, namely defining, designing, developing, and disseminating. The subjects of this study were fifth grade students at SD Negeri 106061 Tanjung Rejo. The instruments used were expert validation questionnaires, teacher practicality questionnaires and student learning outcomes tests. The results of the study showed: (1) based on the results of expert validation, it was found that LKPD based on education games for fifth grade students with an average validation score of 93% or very valid category; (2) based on the results of the teacher's practicality questionnaire, it was found that LKPD based on education games for fifth grade students with an average validation score of 86% or in the very practical category; (3) based on the results of field trials, it was found that the LKPD based on education games on material changes in the shape of objects based on student responses obtained an average score of 85 with very effective criteria. It is recommended that student worksheets based on education games be used by fifth grade elementary school teachers to improve the creative learning process and to be able to train high-level thinking skills in students so that student learning outcomes will be maximized and can be increased.

Keywords: Student Worksheets, Education Games, Thematic Learning

ABSTRAK

JUNEISA HUTABALIAN. 1182111035. Pengembangan LKPD Tema 7 Subtema 1 Pembelajaran 2 Peristiwa dalam Kehidupan dengan Menggunakan Metode *Education Games* pada Kelas V SDN 106160 Tanjung Rejo Kec. Percut Sei Tuan T.A 2021/2022.

Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk mengembangkan Lembar Kerja Peserta Didik (LKPD) berbasis *education games* pada kemampuan berpikir kritis siswa dalam pembelajaran tematik pada kelas V Tema 7 Subtema 1 Pembelajaran 2 yang valid, praktis, dan efektif digunakan. Penelitian ini dilatarbelakangi dengan banyaknya sekolah yang masih menggunakan LKPD yang beredar dari berbagai penerbit sehingga LKPD tersebut kurang tepat digunakan. LKPD yang diterapkan pada pembelajaran di sekolah saat ini tidak memperkuat penagihan materi belajar dalam kurikulum dan kandungannya hanya sekedar wawasan materi secara konseptual seperti halnya ilmu teori saja, pengaplikasian dan penerapan ilmunya dalam keseharian tidak didukung sehingga sangat diperlukan evaluasi pada LKPD. Penelitian ini merupakan penelitian pengembangan dengan menggunakan model penelitian pengembangan 4-D (Four D Models) menurut Thiagarajani. Model ini terdiri dari 4 tahap pengembangan yaitu *Define, Design, Develop, dan Disseminate* atau diadaptasikan menjadi model 4-D, yaitu pendefinisian, perancangan, pengembangan, dan penyebaran. Subjek penelitian ini adalah siswa kelas V SD Negeri 106061 Tanjung Rejo. Instrumen yang digunakan yaitu angket validasi ahli, angket kepraktisan guru dan tes hasil belajar siswa. Hasil Penelitian menunjukkan: (1) berdasarkan hasil validasi ahli diperoleh bahwa LKPD berbasis *education games* siswa kelas V dengan rata-rata skor validasi sebesar 93% atau berkategori sangat valid; (2) berdasarkan hasil angket kepraktisan guru diperoleh bahwa LKPD berbasis *education games* siswa kelas V dengan rata-rata skor validasi sebesar 86% atau berkategori sangat praktis; (3) berdasarkan hasil uji coba lapangan telah diperoleh bahwa LKPD berbasis *education games* pada materi perubahan wujud benda berdasarkan respon siswa memperoleh nilai rata-rata 85 dengan kriteria sangat efektif. Disarankan lembar kerja peserta didik berbasis *education games* ini digunakan oleh guru kelas V SD untuk meningkatkan proses pembelajaran kreatif dan mampu melatih kemampuan berpikir tingkat tinggi pada siswa sehingga hasil belajar siswa akan maksimal dan dapat meningkat.

Kata Kunci: Lembar Kerja Peserta Didik, Education Games, Pembelajaran Tematik