

## ABSTRAK

**LOLA F SIMBOLON. Pengembangan Media Pembelajaran Buku Saku Menggunakan Model *Problem Based Learning* Pada Tema 6 Sub Tema 1 Kelas III SDN 067093 Medan Helvetia T.A 2023/2024. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan 2024.**

Penelitian ini ditalar belakangi berdasarkan masalah yaitu, penggunaan media pembelajaran kurang efektif, masih berupa buku paket yang monoton sehingga peserta didik merasa bosan pada saat proses pembelajaran berlangsung. Pengembangan Media Pembelajaran buku saku merupakan salah satu perangkat pembelajaran yang menunjang ketercapaian tujuan pembelajaran. Penelitian ini bertujuan untuk mengetahui Validitas, Efektivitas, dan Praktikalitas dari Media Pembelajaran Buku Saku Menggunakan Model *Problem Based Learning* dalam meningkatkan hasil belajar siswa kelas III SDN 067093. Penelitian ini menggunakan metode *Research & Development* dengan model *ADDIE* dengan 5 tahap proses yang terdiri dari *Analyze, Design, Development, Implementation, Evaluation*. Teknik pengumpulan data yaitu observasi, angket dan test. Teknik analisis data yaitu teknik analisis data kualitatif dan teknik analisis data kuantitatif. Penelitian dan pengembangan ini menghasilkan produk Media Pembelajaran Buku Saku Menggunakan Model *Problem Based Learning* Pada Tema 6 Subtema 1 Kelas III SDN 067093 Helvetia. Hasil analisis menandakan bahwa Media Produk ini telah divalidasi oleh ahli desain dan materi media buku saku menggunakan model *problem based learning* memperoleh hasil persentase 93,3% dan 94,6% dengan kategori sangat layak. Hasil kepraktisan mendapatkan persentase dengan kategori sangat praktis sebesar 94,6% dan keefektifan mendapatkan beberapa ketuntasan hasil tes meningkat sehingga media efektif untuk diterapkan di sekolah dengan kualifikasi sangat praktis. Dengan demikian, Media Pembelajaran Buku Saku Menggunakan Model *Problem Based Learning* Pada Tema 6 Subtema 1 yang dihasilkan dinyatakan valid, praktis, dan efektif digunakan sebagai perangkat pembelajaran serta mampu melatih keterampilan berpikir kritis.

**Kata Kunci: Media Pembelajaran, Buku Saku, Problem Based Learning, Model ADDIE**

## ABSTRACT

**LOLA F SIMBOLON. Development of Pocket Book Learning Media Using the Problem Based Learning Model in Theme 6 Subtheme 1 Class III Elementary School. Skripsi. Medan: Faculty of Education, Universitas Negeri Medan 2024.**

This research is based on a problem, namely, the use of learning media is less effective, it is still in the form of monotonous textbooks so that students feel bored during the learning process. Developing learning media for pocket books is one of the learning tools that supports the achievement of learning objectives. This research aims to determine the Validity, Effectiveness and Practicality of Pocket Book Learning Media Using the Problem Based Learning Model in improving the learning outcomes of class III students at SDN 067093. This research uses the Research & Development method with the ADDIE model with 5 process stages consisting of Analyze, Design, Development, Implementation, Evaluation. Data collection techniques are observation, questionnaires and tests. Data analysis techniques are qualitative data analysis techniques and quantitative data analysis techniques. This research and development produced a Pocket Book Learning Media product using the Problem Based Learning Model in Theme 6 Subtheme 1 Class III SDN 067093 Helvetia. The results of the analysis indicate that this Media Product has been validated by pocket book media design and material experts using a problem based learning model, obtaining percentage results of 93.3% and 94.6% in the very feasible category. The practicality results obtained a percentage in the very practical category of 94.6% and the effectiveness of obtaining several complete test results increased so that the media was effective for application in schools with very practical qualifications. Thus, the Pocket Book Learning Media Using the Problem Based Learning Model in Theme 6 Subtheme 1 produced was declared valid, practical and effective for use as a learning tool and able to train critical thinking skills.

**Keywords: Learning Media, Pocket Book, Problem Based Learning, ADDIE Model.**