ABSTRAK

LUSITANIA HERZEGOVINA; Pengembangan *E-Modul* Berbasis Pendekatan *Problem Based Learning* Untuk Meningkatkan Pemahaman Siswa Pada Pembelajaran Tematik Kelas V Tema 9 Subtema 3 SDN 107418 Bangun Sari Baru T.A 2022/2023. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri Medan 2023

Penelitian ini bertujuan untuk mengetahui validitas kelayakan,praktikalitas dan keefektifan penggunaan *E-Modul* berbasis *Problem Based Learning* (PBL) pada pembelajaran tematik kelas V Tema 9 Subtema 3 SDN 107418 Bangun Sari Baru. Metode yang digunakan pada penelitian ini yaitu *R&D (Research and Development)* dengan menggunakan model pengembangan ADDIE yang terdiri dari 5 tahapan yaitu *Analysis, Design, Development, Implementation, Evaluation.* Dalam Penelitian ini produk yang dikembangkan ialah *E-Modul* berbasis *Problem Based Learning* (PBL). Subjek pada penelitian ini adalah peserta didik jelas V SDN 107418 Bangun Sari Baru yang berjumlah 22 siswa. Objek pada penelitian ini terdiri dari ahli materi,ahli desain dan guru kelas. Instrumen yang digunakan pada penelitian ini yaitu wawancara, angket dan tes. Soal tes yang digunakan yaitu *pre-test* dan *post-test*. Hasil *pre-test* mendapatkan nilai rata-rata 66,27 dengan kriteria "Kurang Cukup" dan niali *post-test* mendapatkan nilai rata-rata 87 "Baik Sekali" dari hasil tersebut terjadi peningkatan. Melalui perolehan nilai *post-test* semua siswa tuntas melewati kriteria ketuntasan minimal (KKM). Hasil penelitian menunjukkan bahwa persentase rata-rata diperoleh dari validasi ahli desain *E-Modul* sebesar 96% dengan persentase "Sangat Layak", Validasi ahli materi sebesar 91% dengan persentase "Sangat Layak". Hasil uji praktikalitas oleh praktisi pendidkan memperoleh hasil sebesar 96% "sangat baik" dengan kriteria ketuntasan "Tuntas". Dengan demikian dapat disimpulkan bahwa *E-Modul* berbasis *Problem Based Learning* pada pembelajaran tematik kelas V Tema 9 Subtema 3 dapat digunakan dalam proses pembelajaran di SD.

Kata Kunci : *E-Modul, Problem Based Learning,*Tematik

ABSTRACT

LUSITANIA HERZEGOVINA; Development of an *E-Module* Based on a *Problem Based Learning* Approach to Improve Students' Understanding of Class V Thematic Learning Theme 9 Sub-theme 3 SDN 107418 Bangun Sari Baru T.A 2022/2023. Skripsi. Medan : Faculty of Education, State University of Medan 2023.

This research aims to determine the validity, feasibility, practicality and effectiveness of using E-Modules based on Problem Based Learning (PBL) in thematic learning for class V Theme 9 Subtema 3 SDN 107418 Bangun Sari Baru. The method used in this research is R&D (Research and Development) using the ADDIE development model which consists of 5 stages, namely Analysis, Design, Development, Implementation, Evaluation. In this research, the product developed is an E-Module based on Problem Based Learning (PBL). The subjects in this research were students of Clear V SDN 107418 Bangun Sari Baru, totaling 22 students. The objects of this research consist of material experts, design experts and class teachers. The instruments used in this research were interviews, questionnaires and tests. The test questions used are pre-test and post-test. The pre-test results got an average score of 66.27 with the criteria "Not Enough" and the post-test scores got an average score of 87 "Very Good" from these results there was an increase. By obtaining post-test scores, all students have passed the minimum completion criteria (KKM). The research results showed that the average percentage obtained from the validation of the ¬E-Module design experts was 96% with a percentage of "Very Feasible", Validation of material experts was 91% with a percentage of "Very Feasible". The results of the practicality test by educational practitioners obtained a result of 96% "very good" with the completeness criterion "Complete". Thus it can be concluded that the E-Module based on Problem Based Learning in class V thematic learning Theme 9 Subtheme 3 can be used in the learning process in elementary school.

Keywords: *E-Module*, *Problem Based Learning*, *Thematic*