

ABSTRAK

GRACE DELA SITANGGANG, Pengembangan Media Pembelajaran Papan Lingkaran Berputar Pada Pembelajaran IPAS di Kelas V SDN 10 Salaon Tonga Tonga, Kec. Ronggurnihuta, Kab. Samosir T.A 2023/2024. Skripsi. Medan : Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian ini bertujuan untuk menghasilkan media pembelajaran berupa media papan lingkaran berputar yang layak, praktis dan efektif digunakan untuk siswa Sekolah Dasar. Adapun jenis penelitian yang digunakan adalah penelitian pengembangan R&D (*Research and development*) dengan model ADDIE melalui lima tahapan, yaitu tahap analisis (*analysis*), desain (*design*) pengembangan (*development*), implementasi (*implementation*) dan evaluasi (*evaluation*). Hasil penelitian menunjukkan bahwa skor yang diperoleh dari penilaian uji kelayakan media pembelajaran papan lingkaran berputar yang dilakukan memperoleh persentase nilai sebesar 92% (sangat valid). Berdasarkan uji kelayakan materi terhadap media pembelajaran papan lingkaran berputar diperoleh nilai 87% (sangat layak). Nilai kepraktisan media memperoleh persentase nilai kepraktisan media sebesar 90,67% (sangat layak). Berdasarkan hasil uji keefektifan media pembelajaran papan lingkaran berputar yang dikembangkan, diperoleh rata-rata nilai *pretest* siswa sebesar 44,3 dan rata-rata nilai *post test* siswa sebesar 84,6. Berdasarkan peningkatan nilai rata-rata siswa tersebut maka dapat diketahui media pembelajaran papan lingkaran berputar dinyatakan efektif digunakan dalam kegiatan pembelajaran.

Kata kunci: Papan Lingkaran berputar, Pengembangan media.

ABSTRACT

GRACE DELA SITANGGANG, Development Of Rotating Circle Board Learning Media In Grade V Science Learning at SDN 10 Salaon Tonga Tonga, Ronggurnihuta District, Samosir Regency In The 2023/2024 Academic Year. Skripsi. Medan: Faculty of Education, State University of Medan, 2024.

This study aims to produce learning media in the form of rotating circle board media that are feasible, practical and effective for use by Elementary School students. The type of research used is R&D (Research and Development) development research with the ADDIE model through five stages, namely analysis, design, development, implementation and evaluation. The results of the study showed that the score obtained from the assessment of the feasibility test of the rotating circle board learning media obtained a percentage value of 92% (very valid). Based on the feasibility test of the material on the rotating circle board learning media, a value of 87% was obtained (very feasible). The practicality value of the media obtained a percentage of the practicality value of the media of 90.67% (very feasible). Based on the results of the effectiveness test of the rotating circle board learning media developed, the average pretest score of students was 44.3 and the average posttest score of students was 84,6. Based on the increase in the average value of the students, it can be seen that the rotating circle board learning media is declared effective for use in learning activities.

Keywords: Rotating Circle Board, Media Development