

ABSTRAK

MUH AHADI (8166182032). Pengembangan Bahan Ajar Tematik Berbasis Permainan Tradisional Dalam Meningkatkan Kompetensi Sosial Siswa Di Kelas IV SD Negeri No. 060837 MEDAN. Tesis. Program Pascasarjana Universitas Negeri Medan. 2021

Penelitian ini bertujuan untuk menghasilkan produk bahan ajar berbasis permainan tradisional yang layak digunakan dalam pembelajaran tematik untuk siswa kelas IV SD No 060837 Medan, dan mengetahui efektifitas penggunaan bahan ajar. Jenis penelitian ini merupakan penelitian pengembangan yang akan menghasilkan produk berupa bahan ajar berbasis permainan tradisional berdasarkan temuan uji di lapangan. Desain penelitian memilih prosedur pengembangan model ADDIE terdiri dari lima fase, yaitu (A) *analysis*, (D) *desain*, (D) *development*, (I) *implementaion*, dan (E) *evoaluation*. Hasil penelitian menunjukkan bahwa: (1) Validasi oleh ahli desain tentang ukuran bahan ajar, desain sampul bahan ajar, dan desain isi bahan ajar rata-rata 88 % kategori “sangat baik”, (2) Hasil validasi oleh ahli materi tentang kelayakan bahasa diperoleh rata-rata 95,53 % dengan kategori “sangat baik”. (3) Hasil validasi oleh ahli materi IPS persentase 84% dengan kategori “sangat baik; (4) Hasil validasi oleh ahli materi IPA persentase 85,8 dengan kriteria sangat baik. (5) Tanggapan siswa di SD Negeri No 060837 Medan terhadap bahan ajar berbasis permainan tradisional dari aspek kualitas materi pembelajaran dan secara keseluruhan pada uji coba perorangan 3 orang siswa 81,66% kriteria sangat baik, uji coba kelompok kecil 9 orang siswa 87,77%% kriteria sangat baik, Uji Coba Lapangan 17 orang siswa 86,21 kriteria sangat baik; dan (4) Hasil peningkatan kompetensi sosial siswa yaitu adanya peningkatan nilai-nilai kebersamaan, kejujuran, tanggung jawab, sikap lapang dada (kalau mengalami kekalahan), dorongan berpretasi, menghargai orang lain, keakraban, toleransi, aktif, kreatif, kemandirian, kepedulian terhadap lingkungan sekitar, solidaritas, sportivitas, dan taat pada aturan. Hal ini membuktikan bahwa bahan ajar berbasis permainan tradisional sangat layak digunakan dalam pembelajaran tematik di kelas IV SD/MI.

Kata Kunci: Pengembangan, Bahan Ajar, Tematik, Permainan Tradisional

ABSTRACT

MUH AHADI. 8166182032. Developing Traditional Game-based Thematic Teaching Material in Improving Fourth Grade Students' Social Competence of SD Negeri No.060837. Thesis. Postgraduate Program State University of . Medan. 2021.

The aims of this study were: (1) to produce the traditional game-based teaching material that was suitable for use in thematic learning for fourth grade students of SD Negeri No.060837 Medan, and (2) to determine the effectiveness of the use of teaching materials. This type was a research and development study that have produced the teaching material based on traditional games according to the field test findings. The research applied the ADDIE developmental design consisting of five phases; (A) analysis, (D) design, (D) development, (I) implementation, and (E) evaluation. The results showed that: (1) a validation by design experts regarding the size of teaching materials, cover design of teaching materials, and content design of teaching materials were 88% in a very good category, (2) a validation by material experts regarding the language feasibility was 95.53% in a very good category, (3) a validation by social studies material experts was 84% in a very good category, (4) a validation by science material experts was 85.8 in a very good category, and (5) the students' responses toward the traditional games-based teaching material from the quality of the learning material as well as the results from the individual trial of 3 students obtaining 81.66% in a very good category, small group trial of 9 students obtaining 87.77% in a very good category, field trial of 17 students obtaining 86.21% in a very good category, and (4) the results of the increase in students' social competence; an increase in the values of togetherness, honesty, responsibility, graceful attitude (in experiencing a defeat), drive for achievement, respect for others, intimacy, tolerance, active, creative, independence, concern for environment, solidarity, sportivity, and obeying the rules. This was proving that traditional game-based teaching material was very suitable for use in thematic learning of the fourth grade students.

Keywords: Research and Development, Thematic Teaching Material, Traditional Game