

ABSTRAK

YUNITA PURBA. Pengembangan Media Pembelajaran *Board Game Throw The Word* Pada Pembelajaran Membaca Siswa Kelas II SD Negeri 153069 Pinangsori 2 T.A. 2024/2025. Skripsi. Medan: Fakultas Ilmu Pendidikan, Universitas Negeri Medan, 2025.

Penelitian ini bertujuan untuk menghasilkan media pembelajaran *Board Game Throw The Word* pada pembelajaran membaca yang valid, praktis, dan efektif sehingga dapat meningkatkan hasil belajar siswa kelas II SD Negeri 153069 Pinangsori 2. Metode penelitian yang dipakai adalah metode *Research and Development* (R&D) dengan penelitian dan pengembangan media yang mengacu pada model *Analysis, Design, Development, Implementation, and Evaluation* (ADDIE). Teknik pengumpulan data yang dipakai berupa tes yang dianalisis secara deskriptif. Penelitian ini melibatkan 28 siswa kelas II SD Negeri 153069 Pinangsori 2 sebagai subjek penelitian, 2 validitas ahli dengan tujuan menguji validitas media pembelajaran dan 1 guru untuk menguji praktikalitas media pembelajaran *Board Game Throw The Word* dalam pembelajaran membaca. Hasil uji validitas menunjukkan bahwa media pembelajaran *Board Game Throw The Word* pada pembelajaran membaca siswa kelas II memperoleh total persentase 93% dari ahli materi dan 90% dari ahli desain media, keduanya masuk kriteria “Sangat Layak”. Praktikalitas media dinilai sangat praktis dengan nilai 88% dari guru dan 90,5% dari siswa. Analisis efektivitas menunjukkan *N-gain score* 70% (kriteria sedang), dengan peningkatan skor membaca siswa sebesar 5,86 antara *pre-test* dan *post-test*. Media ini terbukti efektif dalam mendukung kegiatan pembelajaran. Dapat disimpulkan bahwa media pembelajaran *Board Game Throw The Word* valid, praktis, dan efektif untuk dipakai sebagai media pembelajaran dalam pembelajaran membaca dan dapat meningkatkan keterampilan membaca siswa.

Kata Kunci: Pengembangan Media Pembelajaran, *Board Game Throw The Word*, Keterampilan Membaca

ABSTRACT

YUNITA PURBA. Development of Learning Medium Board Game Throw The Word in Reading Learning for Grade II Students at SD Negeri 153069 Pinangsori 2 T.A. 2024/2025. Skripsi. Medan: Faculty of Education, State University of Medan 2025.

This research aims to produce a learning media Board Game Throw The Word on reading learning that is valid, practical and effective so that it can improve the learning outcomes of Grade II students of SD Negeri 153069 Pinangsori 2. The research method used is the research and development (R&D) method with media research and development that refers to the Analysis, Design, Development, Implementation, and Evaluation (ADDIE) model. The data collection technique used was a test which was analysed descriptively. This research involved 28 second grade students of SD Negeri 153069 Pinangsori 2 as research subjects, 2 validity experts to test the validity of the learning media, and 1 teacher to test the practicality of the Board Game Throw The Word learning media in reading learning. The results of the validity test showed that the Board Game Throw The Word for learning to read in Grade II received an overall percentage of 93% from materials experts and 90% from media design experts, both in the 'very feasible' criteria. The practicality of the media was rated as very practical by 88% of teachers and 90.5% of students. The effectiveness analysis showed an N-gain of 70% (moderate criteria), with an increase in students' reading score of 5.86 between pre-test and post-test. This medium proved to be effective in supporting learning activities. It can be concluded that the learning medium of the Board Game Throw The Word is valid, practical and effective to be used as a learning medium in reading learning and can improve students' reading skills.

Keywords: Development of Learning Media, Throw The Word Board Game, Reading Skills

