

ABSTRAK

KHAIRUNNISA NASUTION. Pengembangan Media Pembelajaran Digital Berbasis Etnosains Pada Materi Sistem Pencernaan Manusia di Kelas V SDN 101775 Sampali. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2026.

Rendahnya hasil belajar harian peserta didik kelas V-B SDN 101775 Sampali pada mata Pelajaran IPAS ditunjukkan oleh hanya 52% siswa yang mencapai Kriteria Ketuntasan Ketercapaian Tujuan Pembelajaran (KTSP), mendorong perlunya inovasi media pembelajaran yang lebih kontekstual dan bermakna. Penelitian ini bertujuan untuk mengembangkan media pembelajaran digital berbasis etnosains yang valid, praktis, dan efektif dalam meningkatkan hasil belajar peserta didik pada materi sistem pencernaan manusia dengan mengintegrasikan kearifan lokal berupa makanan tradisional Batak Toba. Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) menggunakan model ADDIE. Subjek penelitian ini adalah 29 peserta didik kelas V-B SDN 101775 Sampali. Produk dikembangkan menggunakan aplikasi Canva dengan mengintegrasikan 4 makanan khas Batak Toba, yaitu, arsik, naniura, ombus-ombus, dan gulai daun ubi. Hasil penelitian menunjukkan bahwa validasi ahli materi memperoleh persentase 83% dan validasi ahli desain dan teknologi memperoleh persentase 90%, keduanya termasuk kategori Sangat Layak. Uji praktikalitas oleh guru memperoleh persentase 90,4% dengan kategori Sangat Layak. Efektivitas media diukur menggunakan rumus N-Gain, dengan rata-rata nilai peserta didik meningkat dari 61,03 pada *pretest* menjadi 82,59 pada *posttest* dan nilai N-Gain sebesar 0,58 yang termasuk dalam kategori Efektif. Dengan demikian, media pembelajaran digital berbasis etnosains yang dikembangkan dinyatakan valid, praktis, dan efektif sebagai alternatif media pembelajaran IPAS pada materi Sistem Pencernaan Manusia di Kelas V sekolah dasar.

Kata Kunci: *Media Pembelajaran Digital, Etnosains, Sistem Pencernaan Manusia, Model ADDIE*

ABSTRACT

KHAIRUNNISA NASUTION. Development of Ethnoscience-Based Digital Learning Media on the Topic of the Hunab Digestive System in Grade V of SDn 101775 Sampali. Skripsi. Medan: Faculty of Education State University of Medan, 2026.

The low daily learning outcomes of Grade V-B students SDN 101775 Sampali in the Science and Sosial Studies (IPAS) subject, indicated by only 52% of students meeting the Learning Objective Achievement Criteria (KKTP), underscores the need for more contextual and meaningful learning media innovation. This study aims to develop ethnoscience-based digital learning media that is valid, practical, and effective in improving student learning outcomes on the human digestive system topic by integrating local wisdom in the form of traditional Batak Toba foods. This study is a research and development (R&D) study using the ADDIE model. The research subjects were 29 Grade V-B students of SDN 101775 Sampali. The product was developed using the Canva application by integrating four traditional Batak Toba foods, namely arsik, naniura, ombus-ombus, and gulai daun ubi. The results showed that the content expert validation obtained a percentage of 83% and the design and technology expert validation obtained a percentage of 90%, both falling under the Very Feasible category. The practicality assessment by the teacher obtained a percentage of 90.4%, also categorized as Very Feasible. The effectiveness of the media was measured using the N-Gain formula, with the average student score increasing from 61.03 on the pretest to 82.59 on the posttest, yielding an N-Gain value of 0.58 which falls under the Effective category. Therefore, the ethnoscience-based digital learning media developed in this study is declared valid, practical, and effective as an alternative learning medium for IPAS on the topic of the Human Digestive System in Grade V of elementary school.

Keywords: Digital Learning Media, Ethnoscience, Human Digestive System, ADDIE Model