

ABSTRAK

SANIA JULI ARAFAH. Pengembangan Media Pembelajaran *Flash Card* Berbasis Teka-Teki Silang Pada Tema 2 Bermain di Lingkungan Kelas II SDS Muhammadiyah 16 Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan. Universitas Negeri Medan. 2026.

Penelitian ini bertujuan untuk mengembangkan media pembelajaran flash card berbasis teka-teki silang pada tema *Bermain di Lingkungan* untuk peserta didik kelas II SDS Muhammadiyah 16 Medan. Latar belakang penelitian ini adalah rendahnya hasil belajar siswa serta kurangnya minat dan pemahaman terhadap kosakata akibat pembelajaran yang masih bersifat konvensional dan minim penggunaan media. Jenis penelitian yang digunakan adalah Research and Development (R&D) dengan model ADDIE (Analyze, Design, Develop, Implement, Evaluate). Subjek penelitian terdiri dari satu ahli materi, satu ahli media, satu praktisi pendidikan, dan 20 peserta didik kelas II. Instrumen pengumpulan data meliputi wawancara, observasi, angket validasi, serta tes pretest dan posttest. Hasil validasi ahli materi menunjukkan persentase kelayakan sebesar 94,28% dengan kriteria *sangat layak*, sedangkan validasi ahli media memperoleh persentase 93,75% dengan kriteria *sangat layak*. Uji praktikalitas oleh guru menunjukkan media ini *sangat praktis* digunakan dalam pembelajaran. Hasil uji efektivitas melalui perbandingan nilai pretest dan posttest menunjukkan adanya peningkatan hasil belajar siswa, dengan persentase ketuntasan klasikal mencapai kategori *tuntas*. Dengan demikian, media pembelajaran flash card berbasis teka-teki silang layak, praktis, dan efektif digunakan sebagai media alternatif dalam pembelajaran tematik kelas II Sekolah Dasar untuk meningkatkan pemahaman kosakata serta hasil belajar peserta didik.

Kata Kunci : Media Pembelajaran, *Flash Card*, Teka-Teki Silang, Pembelajaran Tematik, Hasil Belajar

ABSTRACT

SANIA JULI ARAFAH. Development of Crossword-Based Flash Card Learning Media on Theme 2 ‘Playing in the Environment’ for Second Grade Students of SDS Muhammadiyah 16 Medan. Skripsi. Medan: Faculty of Education. State University of Medan. 2026.

This research aims to develop a crossword-based flash card learning media on the theme Playing in the Environment for second-grade students at SDS Muhammadiyah 16 Medan. The background of this study stems from low student achievement and limited vocabulary understanding due to conventional learning methods and minimal use of instructional media. This study employed a Research and Development (R&D) approach using the ADDIE model (Analyze, Design, Develop, Implement, Evaluate). The research subjects consisted of one material expert, one media expert, one learning practitioner, and 20 second-grade students. Data were collected through interviews, observations, validation questionnaires, and pretest-posttest assessments. The results of the material expert validation showed a feasibility percentage of 94.28%, categorized as very feasible, while the media expert validation obtained 93.75%, also categorized as very feasible. Practicality testing by the teacher indicated that the media was very practical to use in the learning process. The effectiveness test results, based on the comparison between pretest and posttest scores, showed an increase in students' learning outcomes, achieving the complete category in classical mastery. Therefore, the crossword-based flash card learning media is declared feasible, practical, and effective as an alternative learning medium in thematic instruction for second-grade elementary students to enhance vocabulary comprehension and learning outcomes.

Keywords : Learning Media, Flash Card, Crossword Puzzle, Thematic Learning, Learning Outcomes