

## ABSTRACT

**SERI PATIMAH, 1163311093. Development of Crossword Puzzle Learning Media Based on the Numbered Head Together (NHT) Learning Model on the Environmental Theme of Our Friends in Class V SDN 101777 Saentis T.A 2021/2022. Thesis. Primary teacher education. Medan State University. 2022.**

This study aims to determine the procedure for developing crossword puzzle media, the feasibility and effectiveness of the crossword puzzle media based on the numbered head together learning model with 24 students of class V SDN 101777 Saentis as research subjects. This research is a type of development research or known as Research and Development (R&D) using the ADDIE development model. Data collection techniques used observation, tests and documentation, instruments used were material and media validation sheets, student test questionnaires, and items to measure the level of effectiveness through student tests. The data that has been obtained is then analyzed using descriptive-qualitative and quantitative data analysis. The results of the analysis of media and material validation were carried out twice. In the first validation the crossword media was declared feasible with revision by the validator with the results of the validation assessment of the crossword material obtaining a score of 73 good categories with a feasibility interpretation of 3.6 feasible categories and in media validation obtaining a score of 79 good categories with an interpretation of 3.9 eligible categories. . After the media was corrected according to the notes given by the validator, the crossword puzzle was returned to the second validation. In the second validation, the crossword puzzle media was declared feasible without revision by the validator with the results of the material validation assessment getting a score of 80 good categories with a feasibility interpretation of 4.0 eligible categories and in media validation obtaining a score of 80 good categories with an interpretation of 4.0 appropriate categories. The application of crossword puzzle media based on the numbered head together model improves student learning outcomes, especially PPkn material in class V SDN 101777 Saentis seen from the results of the comparison of pretest and posttest scores. The posttest results from 24 students contained 20 incomplete students with a score of <75 and 4 students completed with a score of 70, the posttest results after the application of the crossword puzzle media from 24 students 22 students completed with the highest score of 95 and 2 students did not complete with a score of 70. Results the implementation trial obtained a score of 234 from a maximum score of 240 with a percentage of 97.5% and received a positive response from students.

**Keywords : Educational Game, Crossword Puzzle Media, Numbered Head Together Learning Model.**

## ABSTRAK

**SERI PATIMAH, 1163311093. Pengembangan Media Pembelajaran Teka Teki Silang Berbasis Model Pembelajaran *Numbered Head Together* (NHT) Pada Tema Lingkungan Sahabat Kita di Kelas V SDN 101777 Saentis T.A 2021/2022. Skripsi. Pendidikan Guru Sekolah Dasar. Universitas Negeri Medan. 2022.**

Penelitian ini bertujuan untuk mengetahui prosedur pengembangan media teka teki silang, tingkat kelayakan dan efektifitas media teka teki silang berbasis model pembelajar *numbered head together* dengan subjek penelitian sebanyak 24 siswa kelas V SDN 101777 Saentis. Penelitian ini merupakan jenis penelitian pengembangan atau dikenal dengan istilah Research and Development (R&D) dengan menggunakan model pengembangan ADDIE. Teknik pengumpulan data menggunakan observasi, tes dan dokumentasi, instrumen yang digunakan lembar validasi materi dan media, angket uji coba peserta didik, serta butir-butir soal untuk mengukur tingkat keefektifan melalui tes siswa. Data yang telah diperoleh kemudian dianalisis dengan menggunakan analisis data deskriptif-kualitatif dan kuantitatif. Hasil analisis terhadap validasi media dan materi dilakukan sebanyak dua kali. Pada validasi pertama media teka teki silang dinyatakan layak dengan revisi oleh validator dengan hasil penilaian validasi materi teka teki silang memperoleh skor 73 kategori baik dengan interpretasi kelayakan 3,6 kategori layak dan pada validasi media memperoleh skor 79 kategori baik dengan interpretasi 3,9 kategori layak. Setelah media diperbaiki sesuai dengan catatan yang diberikan validator, media teka teki silang kembali di validasi kedua. Pada validasi kedua media teka teki silang dinyatakan layak tanpa revisi oleh validator dengan hasil penilaian validasi materi memperoleh skor 80 kategori baik dengan interpretasi kelayakan 4,0 kategori layak dan pada validasi media memperoleh skor 80 kategori baik dengan interpretasi 4,0 kategori layak. Penerapan media teka teki silang berbasis model *numbered head together* meningkatkan hasil belajar siswa khususnya materi PPkn di kelas V SDN 101777 Saentis dilihat dari hasil perbandingan nilai pretes dan postes. Hasil postes dari 24 siswa terdapat 20 siswa tidak tuntas dengan nilai <75 dan 4 siswa tuntas dengan nilai 70, hasil postes setelah penerapan media teka teki silang dari 24 siswa 22 siswa tuntas dengan nilai tertinggi 95 dan 2 siswa tidak tuntas dengan nilai 70. Hasil uji coba pelaksanaan memperoleh skor 234 dari skor maksimal 240 dengan persentase 97,5% dan mendapat respon positif dari siswa.

**Kata Kunci : Game Edukatif, Media Teka Teki Silang, Model Pembelajaran *Numbered Head Together*.**