

## ABSTRACT

**KARENINA SITANGGANG. Development of Thematic Monopoly Media for Theme 8 Sub-theme 1 in Grade IV of 167647 Tebing Tinggi T.A 2022/2023 Public Elementary School. Undergraduate Thesis. Department of Preschool and Elementary Education. Faculty of Education. State University of Medan.**

*This research aims to determine the feasibility, practicality, and effectiveness of the thematic monopoly media for Theme 8 Sub-theme 1, Lesson 1 in Grade IV of 167647 Tebing Tinggi Elementary School. This study is a research and development study that utilizes the ADDIE development model consisting of five stages: analysis, design, development, implementation, and evaluation. The subjects of this study were 20 fourth-grade students of 167647 Tebing Tinggi Elementary School. The research instruments used for data collection were observation, expert validation questionnaires for content and design, educational practitioner questionnaires, and test items. Based on the research results, it was found that the content expert validation obtained a score of 51 with a percentage of 85% in the "Very Feasible" qualification, and the media validation obtained a score of 69 with a percentage of 92% in the "Very Feasible" qualification. The practicality of the learning media validated by educational practitioners (classroom teachers) obtained a score of 65 with a percentage of 93% in the "Very Practical" qualification. Based on the effectiveness results of the monopoly media, it was found that before the product trial using a pre-test, the average student learning outcome was 48.75, and after the product trial using a post-test, it increased to 83%. Thus, it can be concluded that the thematic monopoly media for Theme 8 Sub-theme 1 is highly feasible, practical, and effective for Grade IV learning.*

**Keywords:** *educational game tool, thematic monopoly, Grade IV elementary school*

## ABSTRAK

**KARENINA SITANGGANG. Pengembangan Media Monopoli Tematik Tema 8 Subtema 1 Di Kelas IV SD Negeri 167647 Tebing Tinggi T.A 2022/2023. Skripsi. Jurusan Pendidikan Pra Sekolah dan Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Negeri Medan.**

Penelitian ini bertujuan untuk mengetahui kelayakan, kepraktisan dan efektivitas media monopoli tematik tema 8 subtema 1 pembelajaran 1 di kelas IV SD Negeri 167647 Tebing Tinggi. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) yang menggunakan model pengembangan ADDIE yang terdiri dari 5 tahapan, yaitu tahap analisis (*Analysis*), desain (*Design*), pengembangan (*Development*), implementasi (*Implementation*), dan evaluasi (*Evaluation*). Adapun subjek dalam penelitian ini adalah siswa kelas IV SD Negeri 167647 Tebing Tinggi yang berjumlah 20 orang. Instrument penelitian yang digunakan dalam pengumpulan data yaitu observasi, angket validasi ahli materi dan ahli desain, angket praktisi pendidikan dan soal tes. Berdasarkan hasil penelitian, menunjukkan bahwa uji validasi ahli materi mendapatkan skor 51 dengan persentase 85% berada pada kualifikasi “Sangat Layak”, uji validasi media mendapatkan skor 69 dengan persentase 92% berada pada kualifikasi “Sangat Layak”. Kepraktisan media pembelajaran yang divalidasi oleh praktisi pendidikan (guru kelas) mendapatkan skor 65 dengan persentase 93% berada pada kualifikasi “Sangat Praktis”. Berdasarkan hasil keefektifan media monopoli dapat diketahui bahwa sebelum dilakukan uji coba produk menggunakan *pre-test* rata-rata hasil belajar siswa 48,75 dan setelah dilakukan uji coba produk menggunakan *post-test* meningkat menjadi 83%. Dengan demikian dapat disimpulkan bahwa media monopoli tematik tema 8 subtema 1 sangat layak, sangat praktis dan efektif digunakan untuk pembelajaran kelas IV.

**Kata Kunci:** *alat permainan edukatif, monopoli tematik, kelas IV sekolah dasar*

