

ABSTRAK

BELLA APRIANI. Pengembangan Media Smarbox Berbasis Model Two Stay Two Stray Untuk Meningkatkan Hasil Belajar IPAS Siswa Kelas IV SDN 112312 Simpang Empat. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2024.

Penelitian ini dilakukan dengan tujuan untuk menghasilkan media pembelajaran Smartbox berbasis model *two stay two stray* yang valid, dan efektif untuk meningkatkan hasil belajar siswa. Penelitian ini menggunakan jenis penelitian dan pengembangan (*Research and Development*) dengan model ADDIE. Subjek penelitian ini adalah siswa kelas IV SDN 112312 Simpang Empat yang berjumlah 25 siswa. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah wawancara, dokumentasi, angket dan tes. Analisis data yang dilakukan secara kualitatif dan kuantitatif. Hasil penelitian ini adalah: 1). Menghasilkan media pembelajaran *Smartbox* pada materi aku dan kebutuanku di kelas IV. 2). Hasil validasi dari ahli media diperoleh persentase kelayakan sebesar 92,5 % termasuk dalam kategori sangat layak. Validasi dari ahli materi menunjukkan persentase kelayakan 96 %, juga termasuk dalam kategori sangat layak. Penilaian dari praktisi pembelajaran diperoleh persentase kelayakan dengan persentasi 96%, yang tergolong juga dalam kategori sangat praktis. 3). Hasil uji coba lapangan media efektif, terbukti hasil pre-test dan post-test yang meningkat dari rata-rata nilai 64 menjadi rata-rata 91. Kemudian, diperoleh nilai skor N-Gain yaitu 0,75 yang termasuk kriteria “Efektif”. Kategori tafsiran efektifitas media pembelajaran Smarbox yaitu 75% yang dikategorikan “Efektif”.

Kata Kunci: Pengembangan, Media, *Two Stay Two Stray*

ABSTRACT

BELLA APRIANI. Development of Smartbox Media Based on the Two Stay Two Stray Model to Improve Science and Science Learning Outcomes for Class IV Students at SDN 112312 Simpang Empat. Skripsi. Medan: Faculty of Education Universitas Negeri Medan 2024.

This research was conducted with the aim of producing Smartbox learning media based on the two stay two stray model that is valid and effective for improving student learning outcomes. This research uses the type of research and development (Research and Development) with the ADDIE model. The subjects of this research were 25 class IV students at SDN 112312 Simpang Empat. The data collection techniques used in this research were interviews, documentation, questionnaires and tests. Data analysis was carried out qualitatively and quantitatively. The results of this research are: 1). Producing Smartbox learning media based on my material and my needs in class IV. 2). Validation results from media experts obtained a feasibility percentage of 92.5%, including in the very feasible category. Validation from material experts shows a feasibility percentage of 96%, also included in the very feasible category. The assessment from learning practitioners obtained a feasibility percentage of 96%, which is also classified as very practical. 3). The results of the media field trial were very effective, it was proven that the pre-test and post-test results had increased from an average score of 64 to an average of 91. Then, the N-Gain score was obtained, namely 0.75 which included the criteria "effective". The interpretation category for the effectiveness of Smarbox learning media is 75% which is categorized as "Effective".

Keywords: Development, Media, Two Stay Two Stray