

ABSTRAK

NANDA SEPTANYA PUTRI RESIPA SITANGGANG. Pengembangan E-LKPD Berbantuan Media *Liveworksheets* Materi Gerak Dasar Permainan Bola Besar Kelas V UPT SDN 060876 Medan. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, 2025.

Penelitian ini bertujuan untuk mengetahui kualitas produk hasil pengembangan yang dilihat dari kevalidan E-LKPD berbantuan media *liveworksheets*. Metode Penelitian ini adalah *Research and Development* (R&D) dengan model ADDIE (*Analysis, Design, Development, Implementation dan Evaluation*). Pada penelitian ini dihasilkan produk final berupa Lembar Kerja Peserta Didik Elektronik (E-LKPD) yang dikembangkan dengan berbantuan media *liveworksheets* pada materi gerak dasar permainan bola besar kelas V UPT SDN 060876 Medan. Hasil penelitian ini menunjukkan nilai dari ahli materi mendapat nilai rata-rata sebesar 96% dan dari ahli media mendapat nilai rata-rata sebesar 88,75% yang dapat dikatakan sangat layak. Penilaian praktikalitas mendapatkan nilai sebesar 85,3%. Hasil respon peserta didik yang sudah dihitung mendapat nilai rata-rata 91%. Adapun rata-rata nilai pre-test dan post-test mengalami peningkatan yaitu dari 43,5 menjadi 84.

Kata Kunci: E-LKPD, *Liveworksheets*, Model ADDIE, Permainan Bola Besar

ABSTRACT

NANDA SEPTANYA PUTRI RESIPA SITANGGANG. Development of E-LKPD Assisted by Liveworksheets Media for Basic Movement Material for Big Ball Games for Class V UPT SDN 060876 Medan. Skripsi. Medan: Faculty of Education Universitas Negeri Medan, 2025.

This research aims to determine the product quality of the developed Electronic Student Worksheet (E-LKPD), specifically focusing on its validity, by utilizing liveworksheets media. This research employed the Research and Development (R&D) method with the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). The final product of this research is an E-LKPD developed with liveworksheets media on the fundamental movements of big ball games for fifth-grade students at UPT SDN 060876 Medan. The results indicated that the material expert evaluation yielded an average score of 96%, and the media expert evaluation resulted in an average score of 88.75%, both indicating a 'very feasible' rating. The practicality assessment achieved a score of 85.3%. Student responses, after calculation, showed an average score of 91%. Furthermore, the average scores of the pre-test and post-test demonstrated an increase from 43.5 to 84.

Keywords: E-LKPD, Liveworksheets, ADDIE Model, Big Ball Games