

CHAPTER V

CONCLUSION AND SUGGESTION

5.1 Conclusion

Based on the results of the research and discussion previously described, the conclusions obtained are as follows :

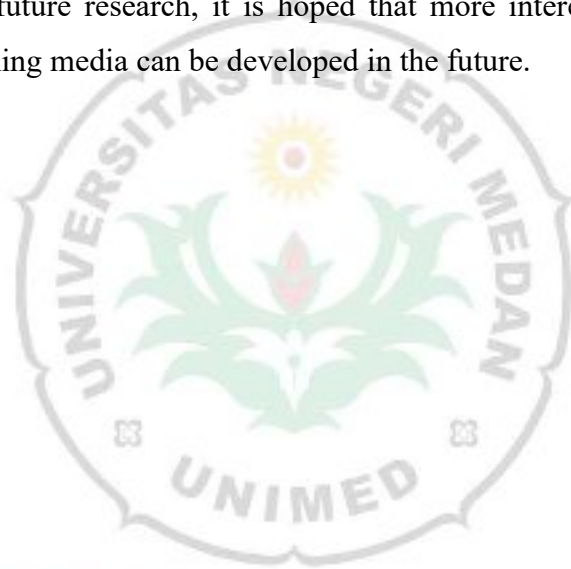
1. The feasibility of LKPD based on Learning Cycle 5E for movement system material, according to subject matter experts, is categorized as highly feasible with an average percentage score of 90.6%.
2. The feasibility of LKPD based on Learning Cycle 5E in movement system material according to learning experts is categorized as highly feasible with an average percentage score of 84.6%.
3. The feasibility of LKPD based on Learning Cycle 5E in movement system material according to learning experts is categorized as highly feasible with an average percentage score of 90%.
4. Based on the responses from biology teachers, the practicality of the LKPD based on Learning Cycle 5E for the movement system material was categorized as very practical, with an average percentage score of 93%.
5. Based on the responses from students, the practicality of the LKPD based on Learning Cycle 5E on the subject of the movement system was categorized as very practical, with an average percentage score of 92%.
6. Based on the N-Gain test conducted on the effectiveness of the LKPD based on Learning Cycle 5E for movement system material, the LKPD media developed falls into the high category with a percentage of 75%.

5.2 Suggestion

1. For students, especially those who have not yet mastered the material on the musculoskeletal system, they can use the LKPD learning media

based on the 5E Learning Cycle to improve their understanding of the material and increase their curiosity about the material.

2. Teachers are expected to be motivated to provide innovative and engaging learning media that are tailored to the needs and characteristics of students, particularly in teaching biology material on the musculoskeletal system.
3. For schools, it is hoped that they can support the procurement of media or learning resources that are relevant to the needs of students.
4. For future research, it is hoped that more interesting and innovative learning media can be developed in the future.



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