

ABSTRACT

Maulana Arafat Lubis (2016). Development of teaching material of Comic based *Problem Based Learning* model to increase civic education learning outcomes of V grade student MIN Medan Sunggal. Thesis, Medan : Basic Education Study Program Pascasarjana, State University of Medan.

This research aims to develop teaching materials of a joint decision of comic material form V grade. This is done because the reading interests of students is still low and student learning outcomes is still relatively low, including V grade students MIN Medan Sunggal districts Medan Sunggal . In addition, the textbooks of Citizenship Education (*Civics*) circulating in schools still use formal language and descriptive so as not to provide an understanding for students . This has an impact on the interest and motivation to learn to Civics students who are not lack of learning the material and the results of the joint decision of students is low.

Subject of this research was V grade students MIN Medan Sunggal District Medan Sunggal on second semester in academic year 2015/2016. Kinds of this research was development reseach (*Research and Development/ R&D*) ADDIE. The steps that were done were (1) Analizing of Teacher and Student Need, (2) comic Design, (3) Development , (4) Implementation, (5) Evaluation . Data collection techniques used in this research were (1) Data Analysis validity of comic teaching Materials, (2) Analysis data of achievement test, (3) Analysis of the increase in achievement test, (4) analysis of the effectiveness of the application of teaching materials comics.

The results of this study indicate that the comic based on the results of the validation conducted by five experts , namely two expert of Civics material to obtain a percentage value of 91.0 % , one expert of illustrations with a value of 92.5 % , and two linguists with a value of 88,3 % . Similarly, the test results of student learning using the validity of *product moment*. The mean score on the acquisition of first tests in class V-B prior to use teaching materials developed an average yield of 15.8 pretest and posttest 30.1. While in class V-C after using teaching materials developed to obtain an increase in the average value of 81.8. Based on observations of the activities of teachers, students, the impression of the teacher, student responses, and student learning outcomes that includes completeness of interest and classical , then the application of the comic declared effective and excellent.

The logical consequence of the application of comics and *problem based learning* models implicated in the increased interest, attention, participation student learning outcomes and can make learning more interactive and effective in achieving the learning objectives.

Keywords: Learning Outcomes of Civics, Comics teaching Materials and *Problem Based Learning* Model.

ABSTRAK

Maulana Arafat Lubis (2016). Pengembangan Bahan Ajar Komik Berbasis Model *Problem Based Learning* Untuk Meningkatkan Hasil Belajar PKn Siswa Kelas V MIN Medan Sunggal. Tesis, Medan: Program Studi Pendidikan Dasar, Program Pascasarjana, Universitas Negeri Medan.

Penelitian ini bertujuan untuk mengembangkan bahan ajar bentuk komik materi keputusan bersama kelas V. Penelitian ini dilakukan karena minat membaca siswa masih rendah dan hasil belajar siswa masih tergolong rendah, termasuk pada siswa kelas V MIN Medan Sunggal kecamatan Medan Sunggal. Selain itu, buku pelajaran Pendidikan Kewarganegaraan (PKn) yang beredar di sekolah masih menggunakan bahasa formal dan deskriptif sehingga belum memberikan pemahaman bagi siswa. Hal ini berdampak pada minat dan motivasi belajar PKn siswa yang kurang dan hasil belajar materi keputusan bersama siswa yang rendah.

Subjek penelitian ini adalah siswa kelas V MIN Medan Sunggal kecamatan Medan Sunggal pada semester genap Tahun Pelajaran 2015/ 2016. Jenis penelitian ini adalah penelitian pengembangan (*Research and Development/ R&D*), ADDIE. Langkah-langkah yang dilaksanakan adalah (1) Analisis kebutuhan guru dan siswa, (2) Desain komik, (3) Pengembangan, (4) Implementasi, (5) Evaluasi. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah (1) Analisis data validitas bahan ajar komik, (2) Analisis data tes hasil belajar, (3) Analisis peningkatan tes hasil belajar, (4) Analisis efektivitas penerapan bahan ajar komik.

Hasil penelitian ini menunjukkan bahwa komik berdasarkan hasil validasi yang dilakukan oleh 5 orang pakar, yakni 2 ahli bidang materi PKn dengan memperoleh nilai persentase 91,0%, 1 ahli bidang ilustrasi gambar dengan nilai 92,5%, dan 2 ahli bahasa dengan nilai 88,3% . Demikian pula dengan tes hasil belajar siswa yang menggunakan validitas *product moment*. Rerata perolehan skor pada tes awal di kelas V-B sebelum menggunakan bahan ajar yang dikembangkan hasil rata-rata pretes 15,8 dan postes 30,1. Sedangkan di kelas V-C sesudah menggunakan bahan ajar yang dikembangkan terjadi peningkatan dengan memperoleh nilai rata-rata 81,8. Berdasarkan pengamatan aktivitas guru, siswa, kesan guru, respon siswa, dan hasil belajar siswa yang meliputi ketuntasan tujuan dan klasikal, maka penerapan komik dinyatakan efektif dan sangat baik.

Konsekuensi logis dari penerapan komik dan model *problem based learning* berimplikasi pada meningkatnya minat, perhatian, partisipasi, hasil belajar siswa dan dapat menciptakan suasana belajar yang lebih interaktif dan efektif dalam mencapai tujuan pembelajaran.

Kata Kunci : Hasil Belajar PKn, Bahan Ajar Komik, dan Model *Problem Based Learning*.