

**PENGEMBANGAN LEMBAR KERJA PESERTA DIDIK (LKPD)
INTERAKTIF BERBASIS *SCIENCE, TECHNOLOGY, ENGINEERING,
ART AND MATHEMATICS* (STEAM) PADA KOMPETENSI
PENGETAHUAN IPS SISWA KELAS V
DI SD NO. 3 SIBANGGEDE**

Oleh

Ni Luh Venny Eka Riyani, NIM 1811031283

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRAK

Permasalahan yang terjadi yaitu adanya penggunaan LKPD yang belum maksimal dalam proses pembelajaran. LKPD yang digunakan oleh guru dalam proses pembelajaran hanya bersumber dari buku penunjang. LKPD yang demikian tidak bersifat interaktif sehingga berdampak pada rendahnya hasil belajar muatan IPS peserta didik kelas V di SD No. 3 Sibanggede. Dalam penelitian ini pengumpulan data dilakukan dengan menggunakan metode tes berupa tes objektif dan metode non tes berupa wawancara tidak terstruktur, observasi dan kuesioner. Digunakan teknik analisis deskriptif kualitatif, analisis deskriptif kuantitatif dan analisis statistik inferensial (*uji-t sample dependent*) guna menganalisis data yang diperoleh. Penelitian ini menggunakan model ADDIE yang memiliki lima tahapan yaitu *Analyze, Design, Development, Implementation, Evaluation*. Adapun hasil penelitian yang diperoleh yaitu pengembangan LKPD interaktif berbasis STEAM yang menggunakan model ADDIE, hasil uji kelayakan LKPD berdasarkan hasil *review* ahli isi mata pelajaran sebesar 93,75% dengan kualifikasi sangat baik, hasil *review* ahli desain pembelajaran sebesar 87,50% dengan kualifikasi baik, hasil *review* ahli media pembelajaran sebesar 90% dengan kualifikasi sangat baik, hasil uji coba perorangan sebesar 90% dengan kualifikasi sangat baik, hasil uji coba kelompok kecil sebesar 91,66% dengan kualifikasi sangat baik dan hasil uji coba lapangan sebesar 88,40% dengan kualifikasi sangat baik. Berdasarkan hasil uji-t diperoleh $t_{hitung} = 3$ dengan $db = n - 1 = 25 - 1 = 24$, t_{tabel} signifikansi 5% = 1,711 maka terlihat bahwa $t_{hitung} \geq t_{tabel}$. Sehingga H_0 di tolak H_1 diterima. Artinya terdapat peningkatan yang signifikan pada hasil belajar muatan IPS antara sebelum dan sesudah menggunakan LKPD interaktif berbasis STEAM kelas V SD No. 3 Sibanggede. Sehingga LKPD interaktif berbasis STEAM efektif meningkatkan hasil belajar muatan IPS kelas V.

Kata-kata kunci: Interaktif, IPS, LKPD, STEAM

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The problem that occurs is the use of LKPD that has not been maximized in the learning process. LKPD used by teachers in the learning process only comes from supporting books. Such LKPD is not interactive so that it has an impact on the low learning outcomes of social studies content for fifth grade students at SD No. 3 Sibanggede. In this study, data collection was carried out using test methods in the form of objective tests and non-test methods in the form of unstructured interviews, observations and questionnaires. The techniques of qualitative descriptive analysis, quantitative descriptive analysis and inferential statistical analysis (sample dependent t-test) were used to analyze the data obtained. This study uses the ADDIE model which has five stages, namely Analyze, Design, Development, Implementation, Evaluation. The results of the research obtained are the development of STEAM-based interactive worksheets using the ADDIE model, the results of the LKPD feasibility test based on the results of expert reviews of subject matter experts are 93.75% with very good qualifications, the results of the learning design expert reviews are 87.50% with good qualifications, the results of the expert review of learning media are 90% with very good qualifications, the results of individual trials are 90% with very good qualifications, the results of small group trials are 91.66% with very good qualifications and the results of field trials are 88.40% with very good qualifications. Based on the results of the t-test obtained with , the significance of it can be seen that . So it was rejected. It means there is $t_{hitung} = 3,db = n - 1 = 25 - 1 = 24$ $t_{tabel 5\%} = 1,711$ $t_{hitung} \geq t_{tabel} H_0 H_1$ a significant increase in the learning outcomes of social studies content between before and after using STEAM-based interactive worksheets for class V SD No. 3 Sibanggede. So that STEAM-based interactive worksheets are effective in improving learning outcomes for class V social studies content.

Keywords: Interactive, IPS, LKPD, STEAM