

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF IPA
BERBASIS *GUIDED INQUIRY* PADA MATERI PERUBAHAN WUJUD
BENDA SISWA KELAS V SD NO. 1 KEDONGANAN
KABUPATEN BADUNG**

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ABSTRAK

Penelitian yang dilaksanakan ini bertujuan untuk mengembangkan Media Pembelajaran Interaktif IPA berbasis *Guided Inquiry* pada materi perubahan wujud benda untuk siswa kelas V SD. Penelitian pengembangan ini menggunakan model pengembangan ADDIE sebagai langkah-langkah sistematis dalam proses pengembangan media. Subjek uji coba penelitian adalah ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran, guru dan siswa kelas V SD. Metode pengumpulan data menggunakan metode kuesioner atau angket. Instrumen pengumpulan data menggunakan lembar kuesioner. Teknik analisis data menggunakan teknik analisis data deskriptif kuantitatif. Hasil dari penelitian pengembangan ini berupa rancang bangun Media Pembelajaran Interaktif IPA berbasis *Guided Inquiry* yang dikembangkan melalui lima tahapan model pengembangan ADDIE yaitu analisis, desain, pengembangan, implementasi dan evaluasi dengan memperoleh hasil uji kelayakan sebagai berikut. (1) hasil penilaian ahli isi pembelajaran memperoleh persentase 100% dengan kualifikasi sangat baik; (2) hasil penilaian ahli desain pembelajaran memperoleh persentase 95,00% dengan kualifikasi sangat baik; (3) hasil penilaian ahli media pembelajaran memperoleh persentase 94,11% dengan kualifikasi sangat baik; (4) hasil uji coba perorangan yang dilakukan terhadap tiga orang siswa memperoleh persentase 98,48% dengan kualifikasi sangat baik; (5) hasil uji coba kelompok kecil yang dilakukan oleh sembilan orang siswa memperoleh persentase 96,46% dengan kualifikasi sangat baik. Berdasarkan uji kelayakan tersebut dapat disimpulkan bahwa pengembangan Media Pembelajaran Interaktif IPA berbasis *Guided Inquiry* layak digunakan dalam kegiatan pembelajaran.

Kata-kata kunci: Pengembangan, Media Pembelajaran, *Guided Inquiry*.

ABSTRACT

This research was carried out with the aim of developing Guided Inquiry-based Science Interactive Learning Media on the material for changing the shape of objects for fifth grade elementary school students. This development research uses the ADDIE development model as a systematic step in the media development process. The subjects of the research trial were learning content experts, instructional design experts, instructional media experts, teachers and fifth grade elementary school students. The data collection method used a questionnaire or questionnaire method. The data collection instrument used a questionnaire sheet. The data analysis technique used descriptive quantitative data analysis techniques. The results of this development research are in the form of a Guided Inquiry-based Science Interactive Learning Media design which was developed through five stages of the ADDIE development model, namely analysis, design, development, implementation and evaluation by obtaining the following feasibility test results. (1) the results of the assessment of learning content experts get a percentage of 100% with very good qualifications; (2) the results of the assessment of learning design experts obtained a percentage of 95.00% with very good qualifications; (3) the results of the assessment of learning media experts obtained a percentage of 94.11% with very good qualifications; (4) the results of individual trials conducted on three students obtained a percentage of 98.48% with very good qualifications; (5) the results of small group trials conducted by nine students obtained a percentage of 96.46% with very good qualifications. Based on the feasibility test, it can be concluded that the development of Guided Inquiry-based Science Interactive Learning Media is feasible to use in learning activities.

Keywords: Development, Learning Media, Guided Inquiry.

