

**PENGEMBANGAN MEDIA PEMBELAJARAN E-MADING BERBASIS
CONTEXTUAL TEACHING AND LEARNING PADA TEMATIK SUBTEMA
BAGAIMANA TUBUH MENGOLAH MAKANAN KELAS V SD NO.4 SADING**

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ABSTRAK

Latar belakang dilaksanakannya penelitian ini karena kurangnya penggunaan media pembelajaran yang bervariasi dan rendahnya pemahaman siswa terhadap materi. Tujuan penelitian adalah (1) untuk mendeskripsikan rancang bangun media pembelajaran e-mading berbasis *Contextual Teaching And Learning* dan (2) untuk mengetahui kelayakan media pembelajaran e-mading berbasis *Contextual Teaching And Learning*. Penelitian pengembangan ini menggunakan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Pengumpulan data menggunakan metode observasi, wawancara dan angket/kuesioner. Analisis data yang digunakan yaitu teknik analisis data deskriptif kuantitatif dan teknik analisis data deskriptif kualitatif. Hasil dari penelitian yaitu berupa (1) rancang bangun media pembelajaran e-mading berbasis *Contextual Teaching And Learning* dengan menggunakan model pengembangan ADDIE, (2) kelayakan media pembelajaran e-mading berbasis *Contextual Teaching And Learning* menurut 3 para ahli dan siswa yaitu hasil *review* ahli isi materi pembelajaran memperoleh persentase (90%) berkualifikasi sangat baik, hasil *review* ahli desain pembelajaran memperoleh persentase (92,5%) berkualifikasi sangat baik, hasil *review* ahli media pembelajaran memperoleh persentase (92,5%) berkualifikasi sangat baik, uji coba perorangan memperoleh persentase 92,5% berkualifikasi sangat baik, dan uji coba kelompok kecil memperoleh persentase 93,33% berkualifikasi sangat baik. Berdasarkan hasil *review* para ahli, hasil uji coba perorangan dan kelompok kecil, maka dapat disimpulkan bahwa media pembelajaran e-mading berbasis *Contextual Teaching And Learning* layak digunakan pada proses pembelajaran siswa kelas V SD No.4 Sading.

Kata kunci: Media pembelajaran e-mading, *Contextual Teaching And Learning*, Tubuh Mengolah Makanan.

ABSTRACT

The background of this research is due to the lack of use of varied learning media and the low understanding of students towards the material. The research objectives are (1) to describe the design of e-making learning media based on Contextual Teaching and Learning and (2) to determine the feasibility of e-making learning media based on Contextual Teaching and Learning. This development research uses the ADDIE (Analysis, Design, Development, Implementation, and Evaluation) model. Collecting data using the method of observation, interviews and questionnaires/questionnaires. The data analysis used were quantitative descriptive data analysis techniques and qualitative descriptive data analysis techniques. The results of the research are (1) the design of e-making learning media based on Contextual Teaching and Learning using the ADDIE development model, (2) the feasibility of e-making learning media based on Contextual Teaching and Learning according to 3 experts and students, namely the results of expert reviews. the content of the learning materials obtained a percentage (90%) with very good qualifications, the results of the review of learning design experts obtained a percentage (92.5%) with very good qualifications, the results of the reviews of learning media experts obtained a percentage (92.5%) with very good qualifications, individual trials obtained a percentage of 92.5% with very good qualifications, and the small group trial obtained a percentage of 93.33% with very good qualifications. Based on the results of expert reviews, the results of individual and small group trials, it can be concluded that e-making learning media based on Contextual Teaching and Learning is appropriate for use in the learning process of fifth grade students of SD No. 4 Sading.

Keywords: *e-making learning media, Contextual Teaching And Learning, Body Processing Food.*