

**PENGEMBANGAN E-LKPD INTERAKTIF BERBASIS *DISCOVERY*
LEARNING PADA MUATAN IPA MATERI EKOSISTEM KELAS V SD
NO. 3 KEROBOKAN KAJA**

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ABSTRAK

Penelitian pengembangan ini bertujuan: (1) untuk mengetahui rancang bangun pengembangan E-LKPD interaktif berbasis *discovery learning* pada muatan IPA materi ekosistem kelas V SD No. 3 Kerobokan Kaja, dan (2) untuk mengetahui kelayakan pengembangan E-LKPD interaktif berbasis *discovery learning* pada muatan IPA materi ekosistem kelas V SD No. 3 Kerobokan Kaja. Subjek uji penelitian pengembangan ini adalah ahli materi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan peserta didik kelas V SD No. 3 Kerobokan Kaja. Penelitian pengembangan E-LKPD ini menggunakan model ADDIE (*analysis, design, development, implementation, evaluation*). Metode pengumpulan data dalam penelitian pengembangan ini dengan melaksanakan observasi, wawancara, dan angket/kuesioner. Data tersebut dianalisis secara deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian pengembangan ini meliputi: (a) rancang bangun pengembangan E-LKPD interaktif berbasis *discovery learning* melalui tahapan analisis, desain, pengembangan, dan evaluasi. (b) E-LKPD interaktif ini dapat dikatakan layak berdasarkan hasil *review* para ahli dan uji coba peserta didik. Hasil *review* para ahli meliputi (1) hasil *review* ahli materi pembelajaran memperoleh persentase sebesar 91,6%, (2) hasil *review* ahli desain pembelajaran memperoleh persentase sebesar 93,75%, dan (3) hasil *review* ahli media pembelajaran memperoleh persentase sebesar 93,75%. Uji coba peserta didik meliputi: (1) uji coba perorangan memperoleh persentase sebesar 95%, dan (2) uji coba kelompok kecil memperoleh persentase sebesar 95,31%. Presentase keseluruhan skor memperoleh kualifikasi sangat baik sehingga dapat disimpulkan bahwa pengembangan E-LKPD interaktif berbasis *discovery learning* pada muatan IPA materi ekosistem kelas V SD No. 3 Kerobokan Kaja layak digunakan pada proses pembelajaran.

Kata-kata kunci: Pengembangan, E-LKPD, interaktif, model *discovery learning*.

ABSTRACT

This development research aims: (1) to determine the design of the development of interactive E-LKPD based on discovery learning in the science content of the ecosystem material for class V SD No. 3 Kerobokan Kaja, and (2) to determine the feasibility of developing an interactive E-LKPD based on discovery learning on the natural science content of class V SD No. 3 Kerobokan Kaja. The test subjects of this development research are learning material experts, learning design experts, learning media experts and fifth grade students of SD No. 3 Kerobokan Kaja. This E-LKPD development research uses the ADDIE model (analysis, design, development, implementation, evaluation. The data collection method in this development research is by carrying out observations, interviews, and questionnaires/questionnaires. The data are analyzed descriptively quantitatively and descriptively qualitatively. The results of the study This development includes: (a) the design and development of discovery learning-based interactive E-LKPD through the stages of analysis, design, development, and evaluation (b) This interactive E-LKPD can be said to be feasible based on the results of expert reviews and student trials. The results of the expert reviews include (1) the results of the expert reviews of learning materials getting a percentage of 91.6%, (2) the results of the learning design expert reviews getting a percentage of 93.75%, and (3) the results of the learning media expert reviews getting a percentage of 93 ,75% Student trials include: (1) individual trials obtaining a percentage of 95%, and (2) k . trial the small group obtained a percentage of 95.31%. The percentage of the overall score obtained with very good qualifications so that it can be concluded that the development of discovery learning-based interactive E-LKPD on the natural science content of class V SD No. 3 Kerobokan Kaja is suitable for use in the learning process.

Keywords: Development, E-LKPD, interactive, discovery learning model.