

**PENGEMBANGAN E-LKPD INTERAKTIF DENGAN MODEL *PROJECT*
BASED LEARNING MATERI BANGUN RUANG KELAS V
SEKOLAH DASAR**

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ABSTRAK

Studi pengembangan ini dilakukan mempunyai tujuan guna menghasilkan E-LKPD Interaktif Dengan Model *Project Based Learning* Materi Bangun Ruang Kelas V Sekolah Dasar yang bersifat valid. Prosedur yang dipergunakan pada studi ini ialah mengacu pada Model ADDIE, tetapi dibatasi hanya sampai di pengembangan (*development*). Subjek penelitian ini yaitu E-LKPD interaktif dengan model *project based learning* materi bangun ruang, sedangkan objek penelitian ini berupa validitas E-LKPD interaktif. Metode yang dipergunakan guna pengumpulan data yakni metode kuesioner, sedangkan instrumen pengumpulan data menggunakan kuesioner Skala Likert dengan skor 1-4 yang diisi oleh 2 ahli materi, 2 ahli media, 4 praktisi atau guru serta 12 orang peserta didik kelas V. Data yang sudah diperoleh, lalu dianalisis memakai rumus persentase. Hasil perhitungan persentase dari ahli materi, ahli media, praktisi atau guru serta siswa secara berturut-turut yakni sebesar 92%, 95%, 96% dan 92% berpredikat sangat baik. Melalui hasil pengujian validitas produk tersebut, selanjutnya bisa ditarik simpulan bahwasannya E-LKPD Interaktif Dengan Model *Project Based Learning* Materi Bangun Ruang Kelas V Sekolah Dasar dinyatakan valid serta layak dipergunakan pada aktivitas pembelajaran.

Kata-kata Kunci: Perangkat pembelajaran, E-LKPD interaktif, *Project based learning*, Model ADDIE

**DEVELOPMENT OF INTERACTIVE E-LKPD WITH PROJECT BASED
LEARNING MODEL BUILDING MATERIALS CLASS V
ELEMENTARY SCHOOL**

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ABSTRACT

This development study was conducted with the aim of producing an E-LKPD Interactive with Project Based Learning Model Classroom Building Materials V Elementary school that is valid. The procedure used in this study is refers to the ADDIE Model, but is limited to development. The subject of this research is an interactive E-LKPD with a project model based learning on building materials, while the object of this research is the validity of the interactive E-LKPD. The method used for data collection namely the questionnaire method, while the data collection instrument used Likert scale questionnaire with a score of 1-4 filled out by 2 material experts, 2 media experts, 4 practitioners or teachers and 12 students of class V. The data that has been obtained, then analyzed using the percentage formula. The results of the calculation of the percentage of experts material, media experts, practitioners or teachers and students in a row which is 92%, 95%, 96% and 92% predicated very well. Through the results of validity testing product, then it can be concluded that E-LKPD is Interactive With the Project Based Learning Model for Class V School Building Materials The basis is declared valid and suitable for use in learning activities.

Keywords: *ADDIE model, Interactive E-LKPD, Learning tools project based learning.*