PENGEMBANGAN MEDIA *POWERPOINT* BERBASIS MODEL *PROBLEM BASED LEARNING* MATERI ORGAN PENCERNAAN MANUSIA PADA MUATAN IPA KELAS IV SD NO. 3 BUDUK TAHUN PELAJARAN 2021/2022

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ABSTRAK

Penelitian ini merupakan penelitian pengembangan atau R&D yang bertujuan untuk 1) Merancang media pembelajaran yang diberi nama media *PowerPoint* berbasis model *problem based learning* materi organ pencernaan manusia pada muatan IPA kelas V, 2) Mengetahui bagaimana validitas media *PowerPoint* berbasis model *problem based learning* dari ahli isi mata pelajaran, ahli media pembelajaran, dan ahli desain pembelajaran, serta siswa kelas V berdasarkan hasil uji coba produk. Penelitian ini menggunakan model ADDIE yang terdiri dari tahap *Analysis, Design, Development, Implementation,* dan *Evaluation.* Metode pengumpulan data yang digunakan dalam penelitian ini adalah metode non tes dengan instrument yang digunakan berupa angket/kuesioner dengan skala likert 5. Berdasarkan hasil penilaian rancang bangun media *PowerPoint* sesuai dengan model pengembangan ADDIE. Adapun hasil uji validasi produk oleh ahli isi dengan persentase skor 93,75% yang berada pada kategori sangat baik. Validasi ahli media pebelajaran dengan persentase skor 93,33% dengan kategori sangat baik dan validasi ahli desain pembelajaran dengan persentase skor 92,5% dengan kategori sangat baik. Hasil uji coba perorangan dengan persentase skor 91,66% dengan kategori sangat baik, dan uji coba kelompok kecil dengan persentase skor 88,88% dengan kategori baik. Berdasarkan hasil validasi dan uji coba tersebut, maka media *PowerPoint* berbasis model *problem based learning* yang dikembangkan layak digunakan sebagai media pembelajaran untuk materi organ pencernaan manusia pada muatan IPA kelas V SD.

Kata Kunci: *PowerPoint*, model *problem based learning*, organ pencernaan manusia, IPA

ABSTRACT

This research is a development or R&D research that aims to 1) Design learning media called PowerPoint media based on problem based learning models of human digestive organs in science class V content, 2) Knowing how the validity of PowerPoint media based on problem based learning models from content experts subjects, learning media experts, and learning design experts, as well as fifth grade students based on the results of product trials. This study uses the ADDIE model which consists of the Analysis, Design, Development, Implementation, and Evaluation stages. The data collection method used in this study is a non-test method with the instrument used in the form of a questionnaire/questionnaire with a Likert scale 5. Based on the results of the PowerPoint media design assessment in accordance with the ADDIE development model. The results of product validation tests by content experts with a percentage score of 93.75% are in the very good category. The validation of learning media experts with a percentage score of 93.33% in the very good category and validation of learning design experts with a percentage score of 92.5% in the very good category. The results of individual trials with a percentage score of 91.66% in the very good category, and small group trials with a percentage score of 88.88% in the good category. Based on the results of the validation and testing, the PowerPoint media based on the problem-based learning model that was developed is suitable to be used as a learning medium for the material for human digestive organs in science content for class V SD.

Keywords: PowerPoint, problem based learning model, human digestive organs, science