

**PENGEMBANGAN MEDIA PERMAINAN KARTU BERGAMBAR
MENGENAI SIKLUS HIDUP HEWAN SISWA KELAS IV SD NEGERI 2
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Abstrak

Penelitian ini bertujuan untuk (1) Mendeskripsikan rancang bangun media permainan kartu bergambar mengenai siklus hidup hewan (2) Menguji kelayakan media permainan kartu bergambar mengenai siklus hidup hewan. penelitian pengembangan ini menggunakan model pengembangan ADDIE metode pengumpulan data dilakukan dengan kuisisioner /angket uji coba produk di lakukan oleh beberapa ahli dan peserta didik yang meliputi (1) rancang bangun. (2) uji ahli mata pelajaran, (3) uji ahli desain pembelajaran. (4) uji media pembelajaran, (5) uji coba perorangan, (6) uji kelompok kecil. Analisis data yang digunakan adalah analisis deskriptif kuantitatif berdasarkan hasil kuisisioner uji rancang bangun memperoleh presentase 100,00% sudah sesuai dengan tahapan analisis model pengembangan ADDIE berdasarkan data hasil penelitian menunjukkan tingkat persentase media permainan kartu bergambar menurut (a) ahli isi mata pelajaran berupa media permainan kartu bergambar termasuk kriteria baik dengan persentase (80,00%), (b) review ahli desain pembelajaran media permainan kartu bergambar mengenai siklus hidup hewan termasuk dalam kriteria sangat baik dengan persentase (90,00%). (c) hasil review ahli media pembelajaran berupa media permainan kartu bergambar mengenai siklus hidup hewan termasuk dalam kriteria sangat baik dengan persentase (90,00%) dan (d) hasil uji perorangan media permainan kartu bergambar mengenai siklus hidup hewan termasuk dalam kriteria sangat baik dengan persentase (90,00%) dan (e) hasil uji coba kelompok kecil media permainan kartu bergambar mengenai siklus hidup hewan masuk dalam kriteria baik dengan persentase (87,22%) sehingga layak digunakan dalam pembelajaran IPA siswa kelas IV SD Negeri 2 Bakbakan

Kata Kunci: Permainan kartu bergambar mengenai siklus hidup hewan, IPA.

ABSTRACT

This study aims to (1) describe the design of the illustrated card game media regarding the animal life cycle (2) to test the feasibility of the illustrated card game media regarding the animal life cycle. This development research uses the ADDIE development model, the data collection method is carried out by questionnaires/questionnaires. Product trials are carried out by several experts and students which include (1) design. (2) subject expert test, (3) learning design expert test. (4) learning media test, (5) individual trial, (6) small group test. Analysis of the data used is descriptive quantitative analysis based on the results of the design test questionnaire obtained a percentage of 100.00% is in accordance with the stages of ADDIE development model analysis based on research data showing the percentage level of picture card game media according to (a) subject content experts in the form of card game media The percentage of illustrated cards includes good criteria with a percentage (80.00%), (b) a review of learning design experts for picture card game media regarding the life cycle of animals is included in very good criteria with a percentage (90.00%). (c) the results of an expert review of learning media in the form of pictorial card game media regarding the animal life cycle included in very good criteria with a percentage (90.00%) and (d) individual test results of illustrated card game media regarding animal life cycles included in very good criteria with the percentage (90.00%) and (e) the results of the small group trial of illustrated card game media regarding the animal life cycle are in good criteria with a percentage (87.22%) so that they are suitable for use in science learning for fourth grade students of SD Negeri 2 Bakkakan

Keywords: Picture card game about the life cycle of animals, IPA.

