

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF MATA
PELAJARAN BAHASA ARAB BERBASIS *DISCOVERY LEARNING*
SISWA KELAS VII MTs ABUL 'ABBAS NW**

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ABSTRAK

Pesatnya perkembangan teknologi sangatlah berpengaruh di dunia pendidikan dalam pembelajaran saat ini. Salah satunya adalah konten pembelajaran interaktif, konten pembelajaran yang mampu membantu guru menciptakan interaksi dalam menyampaikan materi serta dapat membantu siswa memahami setiap isi materi mata pelajaran Bahasa Arab. Tujuan dari penelitian ini untuk menghasilkan dan mengetahui respon guru dan peserta didik terhadap pengembangan konten pembelajaran intraktif mata pelajaran bahasa arab yaitu menghasilkan konten pembelajaran interaktif *berbasis discovery learning* mata pelajaran Bahasa Arab. Penelitian ini menguanakan jenis penelitian *Research & Development* (R&D) dan tahap pengembangan menggunakan model ADDIE. Subjek pada penelitian ini adalah peserta didik kelas VII MTs Abul 'abbas NW yang berjumlah 20 orang. Hasil analisis data pada penelitian ini menunjukkan bahwa pengembangan konten pembelajaran interaktif berbasis *discovery learning* mata pelajaran Bahasa Arab untuk materi *Ta'aruf* dinyatakan valid, efektif, praktis, dan dapat meningkatkan minat belajar peserta didik. Hal tersebut berdasarkan: (1) Penilaian ahli isi pembelajaran dan ahli desain dan media memperoleh nilai sebesar 1,00 yang termasuk dalam tingkat validitas "Sangat Tinggi". (2) Penilaian hasil perhitungan uji respon peserta didik dan guru memperoleh rata-rata sebesar 63,7 dan 41 sehingga tergolong kriteria "Sangat Praktis". (3) Angket uji efektivitas dengan memberikan pretest dan posttest memperoleh hasil perhitungan *N-Gain* sebesar 0,76 yang termasuk dalam interpertasi "Tinggi".

Kata kunci: Konten Pembelajaran Interaktif, *Discovery Learning*, Bahasa Arab

***DEVELOPMENT OF INTERACTIVE ARABIC LEARNING CONTENT
BASED ON DISCOVERY LEARNING GRADE VII STUDENTS OF MTs
ABUL 'ABBAS NW***

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ABSTRACT

The rapid development of technology is very influential in the world of education in learning today. One of them is interactive learning content, learning content that can help teachers create interactions in delivering material and can help students understand every content of Arabic subject matter. The purpose of this study was to generate and determine the response of teachers and students to the development of interactive learning content in Arabic subjects, namely to produce interactive learning content based on discovery learning in Arabic subjects. This study uses the Research & Development (R&D) type of research and the development stage uses the ADDIE model. The subjects in this study were VII grade students of MTs Abul 'abbas NW, totaling 20 people. The needs analysis results in this study indicate that the development of interactive learning content based on discovery learning for Arabic subjects for Ta'aruf material to be declared valid, effective, practical, and can increase students' interest in learning. This is based on: (1) the assessment of learning content experts and design and media experts obtained a score of 1.00 which is included in the "Very High" validity level. (2) The assessment of the student and teacher response test calculations obtained an average of 63.7 and 41, which is classified as "Very Practical" criteria. (3) The effectiveness test questionnaire by giving the pretest and post-test results in an N-Gain calculation of 0.76 which is included in the "High" interpretation.

Keywords: *Interactive Learning Content, Discovery Learning, Arabic.*