PENGEMBANGAN VIDEO PEMBELAJARAN MATEMATIKA BERBASIS PENDEKATAN KONTEKSTUAL PADA MATERI VOLUME DAN LUAS PERMUKAAN BALOK KELAS V SD NEGERI 17 PEMECUTAN TAHUN AJARAN 2021/2022

Oleh

Kadek Candra Dewi, NIM 1811031197

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun media video pembelajaran matematika berbasis pendekatan kontekstual pada materi volume dan luas permukaan balok, (2) Mengetahui kelayakan video pembelajaran matematika berbasis pendekatan kontekstual pada materi volume dan luas permukaan balok di SD Negeri 17 Pemecutan. Subjek penelitian ini meliputi 1 ahli materi pembelajaran, 1 ahli desain pembelajaran, 1 ahli media pembelajaran, uji coba perorangan 3 siswa dan uji coba kelompok kecil 9 siswa. Metode pengumpulan data yang digunakan yaitu angket/kuesioner dan metode wawancara. Teknik analisis data menggunakan teknik analisis data deskriptif kuantitatif dan deskriptif kualitatif. Hasil penelitian pengembangan video pembelajaran menunjukkan bahwa 1) Rancang bangun media berupa video pembelajaran berbasis pendekatan kontekstual yang terdiri dari tampilan awal, animasi, indikator, kompetensi dasar, gambar, isi materi, kesimpulan materi dan soal latihan. 2) rancang bangun video pembelajaran matematika berbasis pendekatan kontekstual menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan yaitu (a) *analysis, (b) design, (c) development, (d) implementation, (e) evaluation*; 3) rancang bangun video pembelajaran matematika berbasis pendekatan kontekstual dinyatakan sangat layak berdasarkan (a) hasil *review* ahli isi pembelajaran menunjukkan kualifikasi sangat baik (93,75%), (b) hasil *review* ahli desain pembelajaran menunjukkan kualifikasi sangat baik (95%), (c) hasil *review* ahli media pembelajaran menunjukkan kualifikasi sangat baik (95,45%), (d) hasil uji coba perorangan menunjukkan kualifikasi sangat baik (91,6%), dan (e) hasil uji coba kelompok kecil menunjukkan kualifikasi sangat baik (95%). Jadi video pembelajaran layak digunakan dalam pembelajaran Matematika di kelas V SD.

Kata kunci: Video Pembelajaran, Matematika, Kontekstual

ABSTRACT

This study aims to (1) determine the design of a mathematics learning video media based on a contextual approach to the material of volume and surface area of a beam, (2) to determine the feasibility of a mathematics learning video based on a contextual approach to the material of volume and surface area of a beam at SD Negeri 17 Pemecutan. The subjects of this research include 1 learning material expert, 1 learning design expert, 1 learning media expert, 3 student individual trials and 9 student small group trials. Data collection methods used are questionnaires and interview methods. The data analysis technique used descriptive quantitative and qualitative descriptive data analysis techniques. The results of the research on the development of learning videos show that 1) The design of the media is in the form of learning videos based on a contextual approach consisting of an initial display, animation, indicators, basic competencies, pictures, material content, material conclusions and practice questions. 2) design and build a mathematics learning video based on a contextual approach using the ADDIE development model which consists of five stages, namely (a) analysis, (b) design, (c) development, (d) implementation, (e) evaluation; 3) the design of the mathematics learning video based on the contextual approach was declared very feasible based on (a) the results of the review of the learning content experts showed very good qualifications (93.75%), (b) the results reviews showed very good qualifications (95%), (c) the results review showed very good qualifications (95.45%), (d) the individual trial results showed very good qualifications (91.6%), and (e) the small group trial results showed very good qualifications (95%). So the learning video is suitable for use in learning Mathematics in the fifth grade of elementary school.

Keywords: Learning Video, Mathematics, Contextual