

**PENGEMBANGAN MEDIA PEMBELAJARAN *E-KOMED* TOPIK
SIKLUS HIDUP MAKHLUK HIDUP KELAS IV
SD NEGERI 2 SELAT KLUNGKUNG**

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ABSTRAK

Kajian ini memiliki tujuan guna mencari tahu (1) rancang bangun media pembelajaran *E-KOMED* dengan topik siklus hidup makhluk hidup kelas IV, (2) validitas media pembelajaran *E-KOMED*, dan (3) respons siswa terhadap media pembelajaran *E-KOMED*. Pemodelan kajian pengembangan yang dipergunakan ialah pemodelan ADDIE yang terdapat beberapa tahap sistematis yaitu *analyze* (analisis), *design* (desain/perancangan), *development* (pengembangan), *implementation* (implementasi), serta *evaluation* (evaluasi). Dalam kajian ini subjek uji coba ialah 2 ahli materi, 2 ahli media, 2 ahli bahasa, 2 guru praktisi, dan 9 siswa kelas IV SD Negeri 2 Selat. Metode pengumpulan data dalam kajian ini mempergunakan kuesioner dengan distribusi *rating scale* berskala 4. Data dianalisa mempergunakan formula *mean* guna mendapat skor rerata. Perolehan skor rerata uji validitas dari ahli materi, ahli bahasa, ahli media serta praktisi secara berurutan yakni 3,96, 3,90, 3,62, 3,90 berkualifikasi sangat baik. Sedangkan respon siswa uji coba perorangan dan uji coba kelompok kecil yaitu 3,58 dan 3,36 berkualifikasi sangat baik. Berlandaskan pada hasil pengembangan maka bisa ditarik simpulan bahwasanya (1) rancang bangun media pembelajaran *E-KOMED* meliputi bagian pembuka, isi dan penutup yang dirancang untuk satu kompetensi dasar, (2) validitas media pembelajaran *E-KOMED* dinyatakan layak dipergunakan pada aktivitas belajar, dan (3) respon siswa terhadap media pembelajaran *E-KOMED* dinyatakan layak dipergunakan pada aktivitas belajar.

Kata kunci: media pembelajaran, *E-KOMED*, siklus hidup makhluk hidup.

ABSTRACT

This study aims to find out (1) the design of the E-KOMED learning media with the topic of the life cycle of class IV living creatures, (2) the validity of the E-KOMED learning media, and (3) student responses to the E-KOMED learning media. The development study modeling used is the ADDIE modeling which has several systematic stages, namely analyze, design, development, implementation, and evaluation. In this study, the test subjects were 2 material experts, 2 media experts, 2 linguists, 2 practicing teachers, and 9 fourth grade students at SD Negeri 2 Selat. The method of collecting data in this study used a questionnaire with a rating scale distribution of 4. The data were analyzed using the mean formula to obtain an average score. The average score of the validity test from material experts, linguists, media experts and practitioners respectively was 3.96, 3.90, 3.62, 3.90 with very good qualifications. Meanwhile, the students' responses for individual trials and small group trials were 3.58 and 3.36 with very good qualifications. Based on the results of the development, it can be concluded that (1) the design of the E-KOMED learning media includes the opening, content and closing sections designed for one basic competency, (2) the validity of the E-KOMED learning media is declared suitable for use in learning activities, and (3) student responses to the E-KOMED learning media were declared suitable for use in learning activities.

Keywords: learning media, E-KOMED, life cycle of living things.