

ABSTRAK

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, kualitas, serta efektivitas dari media pembelajaran dadu kata bergambar berbasis model *Team Games Tournament* (TGT) muatan Bahasa Indonesia pada siswa kelas III di SD Negeri 5 Gianyar. Penelitian pengembangan ini menggunakan model *Hannafin and Peck*. Metode pengumpulan data dalam penelitian ini digunakan metode tes dan metode angket/kuesioner. Hasil penelitian ini melalui tahap (1) rancang bangun media dadu kata bergambar meliputi tahapan, yaitu (a) analisis kebutuhan, (b) desain, dan (c) pengembangan dan implementasi, (2) kualitas media dadu kata bergambar yang didapatkan berdasarkan hasil penilaian ahli rancang bangun sebesar 90,00%, uji ahli isi pembelajaran sebesar 97,20%, uji ahli desain pembelajaran sebesar 87,50% , dan uji ahli media pembelajaran sebesar 87,50%, uji coba perorangan sebesar 97,33%, dan uji coba lapangan sebesar 94,89%, (3) berdasarkan hasil uji-t diperoleh hasil $t_{hitung} = 3,04$ sedangkan $t_{tabel} = 1,69$. Hal ini berarti nilai $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak sedangkan H_1 diterima, dengan demikian dapat disimpulkan bahwa pengembangan media pembelajaran dadu kata bergambar berbasis model TGT efektif diterapkan pada muatan Bahasa Indonesia pada siswa kelas III di SD Negeri 5 Gianyar.

Kata Kunci: dadu kata bergambar, *Team Games Tournament*, media konkret.



ABSTRACT

This study aims to describe the design, quality, and effectiveness of pictorial dice learning media based on the Indonesian Language Team Games Tournament (TGT) model for third grade students at SD Negeri 5 Gianyar. This development research uses the Hannafin and Peck model. The data collection method in this study used the test method and the questionnaire method. The results of this study through the stages (1) design and construction of the pictorial word dice media include the stages, namely (a) needs analysis, (b) design, and (c) development and implementation, (2) the quality of the pictorial word dice media obtained based on the results of the assessment design experts by 90,00%, learning content expert tests by 97,20%, learning design expert tests by 87,50%, and learning media expert tests by 87,50%, individual trials by 97,33%, and field trials of 94,89%, (3) based on the results of the t-test obtained $t_{count} = 3.04$ while $t_{table} = 1.69$. This means that the value of $t_{count} > t_{table}$ so that H_0 is rejected while H_1 is accepted, thus it can be concluded that the development of pictorial word dice learning media based on the TGT model is effectively applied to Indonesian language content in class III students at SD Negeri 5 Gianyar.

Keywords: picture word dice, Team Games Tournament, concrete media

