

**PENGEMBANGAN MEDIA PEMBELAJARAN
E-LKPD BERBASIS *DISCOVERY LEARNING*
PADA MUATAN PELAJARAN IPS
KELAS V SD NO.4 MENGWITANI
TAHUN AJARAN 2022/2023**

**Oleh
Ni Kadek Dwi Lestari, NIM 1911031013
Jurusan Pendidikan Dasar**

ABSTRAK

Penelitian ini dilaksanakan karena kurangnya media pembelajaran yang interaktif yang dimiliki oleh guru khususnya pada mata pelajaran IPS. Penelitian ini dilaksanakan untuk mengembangkan media pembelajaran berbasis teknologi yang disesuaikan dengan kebutuhan siswa berbasis *discovery learning*. Tujuan penelitian ini untuk menciptakan media E-LKPD yang layak dan efektif digunakan pada muatan pelajaran IPS materi jenis usaha dan kegiatan ekonomi di Indonesia siswa kelas V SD. Menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*) dengan subjek yang terlibat yaitu 1 ahli materi pelajaran, ahli desain pembelajaran, ahli media pembelajaran, 3 orang siswa uji coba perorangan dan 9 orang siswa uji coba kelompok kecil. Uji efektivitas menggunakan 29 orang siswa. Metode pengumpulan data digunakan wawancara, kuesioner, tes. Teknik analisis data yaitu analisis deskriptif kuantitatif serta statistik inferensial. Media E-LKPD memperoleh hasil *review* ahli isi materi pelajaran (91,6%) dengan kategori sangat baik, hasil *review* ahli desain pembelajaran 88,63% dengan kategori baik, hasil *review* ahli media pembelajaran (92,5%) dengan kategori sangat baik, hasil uji coba perorangan (88,3%) dan hasil uji coba kelompok kecil (89,4%) dengan kategori baik. Hasil perhitungan uji efektifitas berdasarkan hasil uji-t diperoleh $t_{hitung} = 11,427$ untuk $db = 56$ dan taraf signifikan $5\% = 2,003$. Hal ini berarti $t_{hitung} > t_{tabel}$, sehingga H_0 ditolak dan H_1 diterima, artinya terdapat perbedaan yang signifikan (5%) sebelum dan sesudah menggunakan media pembelajaran E-LKPD berbasis *discovery learning*. Dengan demikian hasil penelitian ini menunjukkan bahwa media E-LKPD berbasis *discovery learning* efektif digunakan pada materi jenis usaha dan kegiatan ekonomi di Indonesia Kelas V SD No 4 Mengwitani.

Kata kunci: Pengembangan, Media Pembelajaran, E-LKPD

ABSTRACT

This research was carried out due to the lack of interactive learning media owned by teachers, especially in social studies subjects. This research was conducted to develop technology-based learning media adapted to the needs of students based on discovery learning. The purpose of this study was to create E-LKPD media that is appropriate and effective for use in social studies subject matter on types of business and economic activity in Indonesia for fifth grade elementary school students. Using the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation) with the subjects involved, namely 1 subject matter expert, instructional design expert, learning media expert, 3 individual trial students and 9 small group trial students. The effectiveness test used 29 students. Data collection methods used interviews, questionnaires, tests. Data analysis techniques are quantitative descriptive analysis and inferential statistics. The E-LKPD media obtained the results of the expert review of subject matter content (91.6%) in the very good category, the results of the review of learning design experts 88.63% in the good category, the results of the review of learning media experts (92.5%) in the very good category, the results of individual trials (88.3%) and the results of small group trials (89.4%) were in the good category. The results of the calculation of the effectiveness test based on the results of the t-test obtained $t_{count} = 11.427$ for $db = 56$ and a significant level of $5\% = 2.003$. This means that $t_{count} > t_{table}$, so that H_0 is rejected and H_1 is accepted, meaning that there is a significant difference (5%) before and after using E-LKPD learning media based on discovery learning. Thus the results of this study indicate that discovery learning-based E-LKPD media is effective in using material on types of businesses and economic activities in Indonesia Class V SD No 4 Mengwitani.

Keywords: *Development, Learning Media, E-LKPD*