PENGEMBANGAN E-LKPD INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* MATERI GAYA MUATAN IPA PADA SISWA KELAS IV SD

Oleh

Diah Isma Novianti, NIM 1911031028

Program Studi Pendidikan Guru Sekolah Dasar

ABSTRAK

Penelitian pengembangan ini bertujuan untuk; 1) menghasilkan E-LKPD interaktif berbasis *Problem Based Learning* materi gaya muatan IPA untuk siswa kelas IV sekolah dasar, 2) menganalisis validitas isi E-LKPD interaktif berbasis *Problem Based Learning*, 3) mengetahui kepraktisan E-LKPD interaktif berbasis *Problem Based Learning*, 4) mengetahui efektivitas E-LKPD interaktif berbasis *Problem Based Learning*. Penelitian ini menggunakan model pengembangan ADDIE yang terdiri dari lima tahapan yaitu *analyze, design, development, implementation*, dan *evaluation*. Metode dan instrumen pengumpulan data yang digunakan dalam penelitian ini yaitu kuesioner atau angket dan tes. Subjek pengembangan pada penelitian ini adalah E-LKPD interaktif berbasis *Problem Based Learning* materi gaya sedangkan untuk objek pengembangannya adalah validitas isi, kepraktisan, dan efektivitas E-LKPD interaktif berbasis *Problem Based Learning*. Subjek uji coba dalam penelitian ini yaitu siswa kelas IV sekolah dasar. Simpulan yang dapat diperoleh adalah; 1) E-LKPD interaktif berbasis *Problem Based Learning* adalah LKPD elektronik yang dikembangkan sesuai sintaks model pembelajaran *Problem Based Learning* menggunakan *software Flip PDF Corporate Edition*, 2) E-LKPD interaktif berbasis *Problem Based Learning* memperoleh tingkat validitas isi menurut ahli materi sebesar 3,79 dengan kategori sangat baik, sedangkan tingkat validitas isi menurut ahli media sebesar 3,75 dengan kategori sangat baik, 3) kepraktisan E-LKPD interaktif berbasis *Problem Based Learning* ini menunjukan hasil sebesar 3,92 sehingga dinyatakan sangat baik, 4) E-LKPD interaktif ini dinyatakan efektif dalam meningkatkan hasil belajar siswa yang dibuktikan dengan pengujian hipotesis menggunakan *paired sample t-test* memperoleh nilai Sig. (2-tailed) sebesar 0,000 sehingga nilai Sig.<0,05.

Kata-Kata Kunci: E-LKPD interaktif, *Problem Based Learning*, IPA

ABSTRACT

This development research aims to; 1) produce interactive E-LKPD based on Problem Based Learning material in science content for grade IV elementary school students, 2) analyze the content validity of interactive E-LKPD based on Problem Based Learning, 3) find out the practicality of interactive E-LKPD based on Problem Based Learning, 4) determine the effectiveness of interactive E-LKPD based on Problem Based Learning. This research uses the ADDIE development model which consists of five stages, namely analyze, design, development, implementation, and evaluation. Data collection methods and instruments used in this study were questionnaires or questionnaires and tests. The subject of development in this study was an interactive E-LKPD based on Problem Based Learning on style material while the object of development was content validity, practicality, and effectiveness of interactive E-LKPD based on Problem Based Learning. The test subjects in this study were fourth grade elementary school students. The conclusions that can be obtained are; 1) Interactive E-LKPD based on Problem Based Learning is an electronic LKPD developed according to the syntax of the Problem Based Learning learning model using Flip PDF Corporate Edition software, 2) Interactive E-LKPD based on Problem Based Learning obtains a content validity level according to material experts of 3.79 in the very good category, while the level of content validity according to media experts was 3.75 in the very good category, 3) the practicality of the interactive E-LKPD based on Problem Based Learning showed a result of 3.92 so that it was declared very good, 4) interactive E-LKPD this was declared effective in improving student learning outcomes as evidenced by testing the hypothesis using the paired sample t-test obtaining a Sig. (2-tailed) is 0.000 so that the value of Sig.<0.05.

Keywords: interactive E-LKPD, Problem Based Learning, Science