

ABSTRAK

Dwimayanti, Ni Kadek (2020). *Pengembangan Perangkat Pembelajaran (Rpp) Tema Kegiatanku Kelas I Berbasis Kecakapan Belajar dan Berinovasi Abad 21.* Tesis, Pendidikan Dasar, Program Pascasarjana Universitas Pendidikan Ganesha

Penelitian ini memiliki tujuan untuk mengembangkan produk RPP tema *Kegiatanku* di kelas I SD berbasis kecakapan belajar dan berinovasi abad 21. Penelitian ini mengadopsi model 4D Thiagarajan yang terdiri dari 4 tahap, yaitu: *Define, Design, Develop, dan Dissemination*. Penelitian ini hanya sampai pada tahap *Develop*, karena keterbatasan waktu peneliti. Data dikumpulkan dengan lembar keterlaksanaan RPP, angket respon guru, dan tes hasil belajar. Hasil penelitian menunjukkan bahwa (1) Produk RPP tema *Kegiatanku* dinyatakan valid menurut penilaian 3 orang ahli; (2) Keterlaksanaan produk RPP tema *Kegiatanku* menurut penilaian praktisi dinyatakan sangat praktis dengan skor rata-rata 4.58 dan menurut pengamatan 2 orang ahli dinyatakan sangat praktis digunakan dengan skor rata-rata 4.55; (4) Produk RPP tema *Kegiatanku* dinyatakan efektif berdasarkan hasil postes siswa dengan t hitung $>$ t tabel dan memiliki efektifitas tinggi dengan $0.8 <$ ES.

Kata kunci: kecakapan belajar dan berinovasi abad 21

Abstract

This research has the aim to develop RPP products with the theme of My Activities in the first grade of elementary school based on 21st century learning and innovation skills. This study adopted the 4D Thiagarajan model consisting of 4 stages, namely: Define, Design, Develop, and Dissemination. This research only reached the Develop stage, because of the limitation of the researchers' time. Data was collected using the lesson plan implementation sheet, teacher response questionnaire, and learning achievement test. The results showed that (1) RPP products with the My Activity theme were valid according to the assessment of 3 experts; (2) The implementation of the RPP product theme My activity according to the practitioners' evaluation was stated to be very practical with an average score of 4.58 and according to the observations of 2 experts it was declared very practical to be used with an average score of 4.55; (4) Product RPP theme My activities are declared effective based on the results of the student posttest with t arithmetic $>$ t table and have a high effectiveness with $0.8 <$ ES.

Keywords : *21st Century Learning and Innovation Skills.*