

## Abstrak

**Udayani, Ni Komang Restu Tri (2024)**, Pengembangan Media Pembelajaran berbasis Scratch pada Topik Sistem Pencernaan Manusia untuk Meningkatkan Kemampuan Berpikir Tingkat Tinggi Siswa kelas V Sekolah Dasar.

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Kata kunci: *scratch*, media pembelajaran, kemampuan berpikir tingkat tinggi, sistem pencernaan manusia

Penelitian ini bertujuan untuk menghasilkan media pembelajaran berbasis *scratch*, mengetahui validitas, mengetahui kepraktisan, dan efektivitas media pembelajaran berbasis *scratch*. Subjek penelitian adalah ahli isi/materi, desain, dan media. Subjek uji coba siswa kelas V SDN 1 Tribuana, SDN 2 Tribuana, dan SDN 3 Tribuana yang berjumlah 36 orang. Metode pengumpulan data kuesioner untuk memperoleh validitas dan kepraktisan serta pretest posttest untuk efektivitas. Instrumen pengumpulan data pada kuesioner terdiri dari; instrumen isi/materi, instrumen media, lembar respon siswa, pretest posttest. Analisis data yakni kuantitatif dan kualitatif. (1) Hasil penelitian menunjukkan bahwa validitas media pembelajaran berbasis *scratch* melalui ahli isi/materi dan ahli media dinyatakan sangat baik dan layak digunakan; (2) kepraktisan media pembelajaran berbasis *scratch* oleh guru yaitu sebesar 100% dengan kategori sangat praktis sedangkan persentase tingkat pencapaian kepraktisan berdasarkan hasil respon siswa yaitu sebesar 91,6; (3) media pembelajaran berbasis *scratch* uji efektivitas yang diperoleh dari hasil perhitungan rata-rata ialah 0,72 yang artinya media pembelajaran berbasis *scratch* yang dikembangkan memiliki efektivitas tinggi. Sehingga dapat disimpulkan bahwa media pembelajaran berbasis *scratch* ini dapat meningkatkan kemampuan berpikir Tingkat tinggi siswa kelas V SD.

## Abstract

Udayani, Ni Komang Restu Tri (2024), Development of Scratch-based Learning Media on the Topic of the Human Digestive System to Improve High-Level Thinking Skills of Fifth Grade Elementary School Students.

Thesis, Elementary Education, Postgraduate Program, Ganesha University of Education. This thesis has been approved and examined by Supervisor I: Prof. Dr. I Nyoman Suidiana, M.Pd.; and Supervisor II: Prof. Dr. Ida Bagus Putrayasa, M.Pd.

Keywords: scratch, learning media, high-level thinking skills, human digestive system

This research aims to produce Scratch-based learning media, determine its validity, assess its practicality, and evaluate its effectiveness. The research subjects include content/material experts, designers, and media experts. The trial subjects are fifth-grade students from SDN 1 Tribuana, SDN 2 Tribuana, and SDN 3 Tribuana, totaling 36 individuals. Data collection methods include questionnaires for obtaining validity and practicality, as well as pre-test and post-test for effectiveness. Data collection instruments in the questionnaire consist of content/material instruments, media instruments, student response sheets, and pre-test/post-test. Data analysis includes both quantitative and qualitative methods. (1) The research results show that the validity of Scratch-based learning media, as assessed by content/material experts and media experts, is declared very good and suitable for use; (2) the practicality of Scratch-based learning media, as assessed by teachers, is 100% with a category of very practical, while the practicality achievement level based on student response results is 91.6%; (3) the Scratch-based learning media effectiveness test, obtained from the average calculation of 0.72, indicates that the developed Scratch-based learning media has high effectiveness. Therefore, it can be concluded that this Scratch-based learning media can improve the high-level thinking skills of fifth-grade students.