

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF *FLIPBOOK*
BERPENDEKATAN SAINTIFIK UNTUK MENINGKATKAN
KEMAMPUAN BERNALAR KRITIS SISWA KELAS V PADA MUATAN
IPAS DI SEKOLAH DASAR NEGERI 1 SELUMBUNG**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan bernalar kritis siswa yang diakibatkan karena kurangnya penggunaan media pembelajaran dan kegiatan pembelajaran yang belum menuntut siswa aktif terlibat. Penelitian pengembangan ini memiliki tujuan, yaitu (1) menghasilkan rancang bangun media interaktif *flipbook*, (2) menganalisis validitas isi media interaktif *flipbook*, (3) menganalisis kepraktisan media interaktif *flipbook*, dan (4) menganalisis efektivitas media interaktif *flipbook* terhadap kemampuan bernalar kritis siswa kelas V SD. Penelitian ini menggunakan model ADDIE yang tersusun atas lima tahapan, yaitu (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Studi ini mengambil subjek pengembangan berupa media interaktif *flipbook*, sedangkan objek penelitian pengembangan adalah validitas isi media, kepraktisan, dan efektivitas media. Metode pengumpulan data yaitu wawancara, angket/kuesioner, dan tes. Instrumen yang digunakan untuk mengumpulkan data yaitu pedoman wawancara, lembar angket/kuesioner, dan pilihan ganda. Hasil penelitian menunjukkan bahwa: (1) media interaktif *flipbook* mendapatkan indeks validitas dari ahli media sebesar 0,94 dengan kualifikasi validitas isi sangat tinggi, indeks validitas dari ahli materi sebesar 0,93 dengan kualifikasi validitas isi sangat tinggi dan mendapatkan indeks validitas dari ahli desain sebesar 0,93 dengan kualifikasi validitas isi sangat tinggi; (2) tingkat pencapaian respons praktisi terhadap media interaktif *flipbook* sebesar 98% dengan kualifikasi sangat baik serta mendapatkan tingkat pencapaian sebesar 96,6% dari uji coba kelompok kecil dan 99% dari uji coba perorangan dengan kualifikasi sangat baik; serta (3) nilai signifikansi (2-tailed) pada uji-t berkorelasi memperoleh skor sebesar 0,000 atau $p < 0,05$ (taraf signifikansi 5%), sehingga media pembelajaran interaktif *flipbook* efektif guna mengembangkan kemampuan bernalar kritis siswa kelas V SD.

Kata Kunci: Pengembangan, Media Interaktif, *Flipbook*, Bernalar Kritis

ABSTRACT

This study was motivated by the low critical reasoning ability of students caused by the lack of use of learning media and learning activities that have not demanded active student involvement. This development research has objectives, namely (1) to produce a flipbook interactive media design, (2) to analyze the content validity of flipbook interactive media, (3) to analyze the practicality of flipbook interactive media, and (4) to analyze the effectiveness of flipbook interactive media on critical reasoning skills of grade V elementary school students. This study uses the ADDIE model which is composed of five stages, namely (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. This study takes the subject of development in the form of interactive flipbook media, while the object of development research is the validity of media content, practicality, and media effectiveness. Data collection methods are interviews, questionnaires, and tests. The instruments used to collect data are interview guidelines, questionnaire sheets, and multiple choice tests. The results showed that: (1) flipbook interactive media get a validity index from media experts of 0.94 with very high content validity qualifications, a validity index from material experts of 0.93 with very high content validity qualifications and get a validity index from design experts of 0.93 with very high content validity qualifications; (2) the achievement level of the practitioner's response to the flipbook interactive media was 98% with very good qualifications and obtained an achievement level of 96.6% from the small group trial and 99% from the individual trial with very good qualifications; and (3) the significance value (2-tailed) in the correlated t-test obtained a score of 0.000 or $p < 0.05$ (5% significance level), so that the flipbook interactive learning media is effective in developing the critical reasoning skills of fifth grade elementary school students.

Keywords: Development, Interactive Media, Flipbook, Critical Reasoning

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