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DEVELOPMENT OF INTERACTIVE E-LKPD ON FLAT BUILDING MATERIALS FOR GRADE 4 ELEMENTARY SCHOOL BASED ON ETHNOMATHEMATICS MARKET SNACKS AT SD NEGERI 1 SUMERTA

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ABSTRACT

This study aims to determine the design, feasibility, and effectiveness of the use of interactive E-LKPD. The model used in this media development research is the ADDIE (*Analyze, Design, Development, Implementation, Evaluation) model*. The subjects in this study include material experts, instructional design experts, learning media experts, 30 grade IV students of SD Negeri 1 Sumerta. The data collection methods used are test and non-test methods. The non-test method is in the form of questionnaires, interviews, and observations. The test method is in the form of a learning outcome test. The data analysis techniques used include qualitative descriptive analysis techniques, quantitative descriptive data analysis techniques, and inferential statistical data analysis techniques. As a result, the interactive E-LKPD on the flat building material for grade 4 elementary school based on ethnomathematics of market snacks at SD Negeri 1 Sumerta which was developed is feasible and effective to be implemented in the learning process. This is evidenced by the results of the feasibility test by material experts of 96.66%, instructional design experts of 90%, learning media experts of 97.5%, individual tests of 94.44%, small group tests of 93.33%, large group tests of 93%. The overall score percentage is very good. The effectiveness test was obtained with a t-test, a value t_{hitung} of 10.033 was obtained, while t_{tabel} at the significance level of (α) 5% and dk = (n_1-1) = (30-1) = 29, a value t_{tabel} of 2.045 was obtained. So $t_{hitung} > t_{tabel}$ (10,033 > 2,045) so that it H_0 is rejected and H_a accepted. Therefore, it can be concluded that there is a significant difference in student learning outcomes before and after using E-LKPD. So, the interactive E-LKPD on the flat building material for grade 4 elementary school based on ethnomathematics of market snacks is effective and suitable for use in grade IV students of SD Negeri 1 Sumerta.

Keywords: development, LKPD, mathematics, ethnomathematics, flat building, market snacks

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PENGEMBANGAN E-LKPD INTERAKTIF PADA MATERI BANGUN DATAR KELAS 4 SD BERBASIS ETNOMATEMATIKA JAJANAN PASAR DI SD NEGERI 1 SUMERTA

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui rancang bangun, kelayakan, dan efektivitas penggunaan E-LKPD interaktif. Model yang digunakan dalam penelitian pengembangan media ini adalah model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Subjek dalam penelitian ini antara lain ahli materi, ahli desain instruksional, ahli media pembelajaran, 30 siswa kelas IV SD Negeri 1 Sumerta. Metode pengumpulan data yang digunakan adalah metode test dan non test. Metode non test berupa angket, wawancara, dan observasi. Metode test berupa test hasil belajar. Teknik analisis data yang digunakan di antaranya teknik analisis deskriptif kualitatif, teknik analisis data deskriptif kuantitatif, dan teknik analisis data statistik inferensial. Hasilnya E-LKPD interaktif pada materi bangun datar kelas 4 SD berbasis etnomatematika jajanan pasar di SD Negeri 1 Sumerta yang dikembangkan layak dan efektif diimplementasikan dalam proses pembelajaran. Hal ini dibuktikan dari hasil uji kelayakan oleh ahli materi sebesar 96,66% , ahli desain instruksional sebesar 90%, ahli media pembelajaran sebesar 97,5%, uji perorangan sebesar 94,44%, uji kelompok kecil sebesar 93,33%, uji kelompok besar sebesar 93%. Yang keseluruhan persentase skornya berkualifikasi sangat baik. Diperoleh uji efektivitas dengan uji-t diperoleh nilai t_{hitung} sebesar 10,033 sedangkan t_{tabel} pada taraf signifikansi (α) 5% dan dk= $(n_1$-1) = (30-1) = 29 diperoleh t_{tabel} sebesar 2,045. Maka $t_{hitung} > t_{tabel}$ (10,033 > 2,045) sehingga H_0 ditolak dan H_a dapat diterima. Oleh karena itu, dapat disimpulkan bahwa terdapat perbedaan yang signifikan dalam hasil belajar siswa sebelum dan sesudah menggunakan E-LKPD. Maka, E-LKPD interaktif pada materi bangun datar kelas 4 SD berbasis etnomatematika jajanan pasar efektif dan layak digunakan pada siswa kelas IV SD Negeri 1 Sumerta.

Kata kunci : pengembangan, LKPD, matematika, etnomatematika, bangun datar, jajanan pasar