

**PENGEMBANGAN E-MOTIF (ELEKTRONIK MODUL INTERAKTIF)
BERBASIS *DISCOVERY LEARNING* PADA MUATAN IPA KELAS IV
SDN 1 BAKTISERAGA**

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ABSTRAK

Penelitian ini memiliki tujuan melakukan pengembangan E-MOTIF (Elektronik Modul Interaktif) Berbasis *Discovery Learning* pada muatan IPA, mengetahui rancang bangun, kevalidan, dan kepraktisan E-MOTIF (Elektronik Modul Interaktif) Berbasis *Discovery Learning* pada muatan IPA terhadap peningkatan hasil belajar siswa pada topik Gaya di sekitar Kita di SDN 1 Baktiseraga. Penelitian ini termasuk penelitian pengembangan dengan pemodelan ADDIE, terdapat lima tahapan dalam model pengembangan ADDIE, akan tetapi penelitian pengembangan model ADDIE yang dilakukan hanya sampai tahap pengembangan, karena keterbatasan waktu serta tujuan penelitian ini hanya sebatas mengembangkan dan menghasilkan suatu media pembelajaran yang valid dan praktis berdasarkan penilaian ahli materi, ahli media, dan praktisi. Hasil Penelitian ini yakni: (1) persentase hasil validitas menurut ahli materi pembelajaran senilai 87% berkualifikasi layak, (2) persentase hasil validitas menurut ahli media pembelajaran senilai 88% berkualifikasi layak, (3) persentase kepraktisan senilai 96,7% berkualifikasi sangat baik.

Kata Kunci : modul interaktif, *Discovery Learning*, IPA.

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ABSTRACT

This research aims to develop E-MOTIF (Electronic Module Interactive) Based on Discovery Learning on science content, to find out the design, validity and practicality of E-MOTIF (Electronic Module Interactive) Based on Discovery Learning on science content towards improving student learning outcomes on the topic Style around us at SDN 1 Baktiseraga. This research includes development research using ADDIE modeling, there are five stages in the ADDIE development model, however research on the development of the ADDIE model was carried out only up to the development stage, due to time constraints and the aim of this research was only to develop and produce a valid and practical learning media based on assessment of material experts, media experts and practitioners. The results of this research are: (1) the percentage of validity results according to learning material experts is 87% with decent qualifications, (2) the percentage of validity results according to learning media experts is 88% with decent qualifications, (3) the percentage of practicality is 96.7% with very good qualifications.

Keywords : interactive module, *Discovery Learning*, IPA.