

**DEVELOPING ENGLISH E-STORY BOOK AS SUPPLEMENTARY
MATERIAL BASED ON MERDEKA BELAJAR CURRICULUM
FOR 2ND GRADE STUDENTS IN SDN 1 BAKTISERAGA**

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ABSTRACT

This research explored the development of English e-storybooks integrated with the *Merdeka Belajar* curriculum for second-grade students at SDN 1 Baktiseraga. Following the Design and Development (D&D) model, specifically the ADDE (Analyze, Design, Development, and Evaluation) framework, the study employed a mixed-method approach, combining qualitative and quantitative analyses. The research addressed the dearth of supplementary materials and the limited use of e-storybooks in the context of *Merdeka Belajar* curriculum. The process involved a systematic analysis of needs, the design of a comprehensive blueprint, the development of e-storybooks, and an evaluation based on expert judgment, teacher assessments, and student feedback. The results indicated that the developed e-storybooks aligned with curriculum objectives and exhibit excellence in material development principles. The findings emphasized the potential of e-storybooks in enhancing language skills and supporting 21st-century learning principles. The research contributed valuable insights for educators, researchers, and curriculum developers interested in creating effective digital resources tailored to specific educational contexts.

Key words: e-storybooks, supplementary materials, *Merdeka Belajar* curriculum

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ABSTRAK

Penelitian ini mengeksplorasi pengembangan e-storybook bahasa Inggris yang terintegrasi dengan kurikulum Merdeka Belajar untuk siswa kelas dua di SDN 1 Baktiseraga. Mengikuti model Design and Development (D&D), khususnya kerangka ADDE (Analyze, Design, Development, and Evaluation), studi ini menggunakan pendekatan metode campuran, menggabungkan analisis kualitatif dan kuantitatif. Penelitian ini menanggapi kekurangan materi tambahan dan terbatasnya penggunaan e-storybook dalam konteks Kurikulum Merdeka Belajar. Prosesnya melibatkan analisis kebutuhan yang sistematis, perancangan blue print yang komprehensif, pengembangan e-storybook, dan evaluasi berdasarkan penilaian ahli, penilaian guru, dan umpan balik siswa. Hasilnya menunjukkan bahwa e-storybook yang dikembangkan sesuai dengan tujuan kurikulum dan menunjukkan keunggulan dalam prinsip-prinsip pengembangan materi. Temuan ini menekankan potensi e-storybook dalam meningkatkan keterampilan berbahasa dan mendukung prinsip pembelajaran abad ke-21. Penelitian ini memberikan wawasan berharga bagi pendidik, peneliti, dan pengembang kurikulum yang tertarik untuk menciptakan sumber daya digital yang efektif yang disesuaikan dengan konteks pendidikan tertentu.

Kata Kunci: *buku cerita elektronik, materi pelengkap, kurikulum Merdeka Belajar*