PENGEMBANGAN MEDIA PEMBELAJARAN TEKA-TEKI SILANG INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* PADA MATERI IPAS SEPERTI APAKAH BUDAYA DAERAHKU PADA MUATAN PEMBELAJARAN IPS SISWA KELAS V SD NEGERI 2 SEMPIDI TAHUN AJARAN 2024/2025

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media pembelajaran teka-teki silang interaktif berbasis *problem based learning* pada materi IPAS, (2) mengetahui kelayakan media pembelajaran teka-teki silang interaktif berbasis *problem based learning* pada materi IPAS, dan (3) mengetahui efektivitas media pembelajaran teka-teki silang interaktif berbasis *problem based learning* pada materi IPAS. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) hasil uji rancang bangun memperoleh skor 92,5% dengan kualifikasi sangat baik, (2) kelayakan media pembelajaran teka-teki silang berbasis *problem based learning* berdasarkan hasil uji materi pembelajaran memperoleh skor 95,45%, hasil uji desain pembelajaran memperoleh skor 91,67%, hasil uji media pembelajaran memperoleh skor 91,67%, uji perorangan memperoleh skor 93,33%, dan uji kelompok kecil memperoleh skor 94,44% dengan keseluruhan persentase skor berada pada kualifikasi sangat baik, serta (3) hasil uji efektivitas produk memperoleh t-$_{hitung}$ = 14,999 > t-$_{tabel}$ = 1,706 pada taraf signifikansi 5% untuk dk = 26 sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media pembelajaran teka-teki silang interaktif berbasis *problem based learning*. Dengan demikian dapat disimpulkan bahwa produk media pembelajaran teka-teki silang interaktif berbasis *problem based learning* layak dan efektif diterapkan dalam pembelajaran materi seperti apakah budaya daerahku mata pelajaran Ilmu Pengetahuan Alam dan Sosial (IPAS) kelas V SD Negeri 2 Sempidi.

Kata Kunci: ADDIE, Media Pembelajaran Teka-teki Silang Interaktif, *Problem Based Learning*, IPAS, Seperti Apakah Budaya Daerahku

DEVELOPMENT OF INTERACTIVE CROSSWORD PUZZLE LEARNING MEDIA BASED ON PROBLEM BASED LEARNING ON SCIENCES MATERIAL WHAT IS MY REGIONAL CULTURE LIKE IN SCIENCES LEARNING CONTENT OF GRADE V STUDENTS OF STATE ELEMENTARY SCHOOL 2 SEMPIDI IN THE 2024/2025 ACADEMIC YEAR

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ABSTRACT

This study aims to (1) describe the design of interactive crossword puzzle learning media based on problem based learning on science subjects, (2) determine the feasibility of interactive crossword puzzle learning media based on problem based learning on science subjects, and (3) determine the effectiveness of interactive crossword puzzle learning media based on problem based learning on science subjects. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection method used is the questionnaire and test method. The data analysis technique uses quantitative descriptive analysis techniques and t-test inferential statistical analysis. The results of this development research show that: (1) the design test results obtained a score of 92.5% with a very good qualification, (2) the feasibility of the problem-based learning crossword puzzle learning media based on the results of the learning material test obtained a score of 95.45%, the results of the learning design test obtained a score of 91.67%, the results of the learning media test obtained a score of 91.67%, the individual test obtained a score of 93.33%, and the small group test obtained a score of 94.44% with the overall percentage of scores being in the very good qualification, and (3) the results of the product effectiveness test obtained a t-count = 14.999 > t-table = 1.706 at a significance level of 5% for dk = 26 so that H0 was rejected and H1 was accepted, which means that there is a significant difference before and after using interactive crossword puzzle learning media based on problem-based learning. Thus, it can be concluded that the interactive crossword puzzle learning media product based on problem based learning is feasible and effective to be applied in learning material such as what is my regional culture in the Natural and Social Sciences (IPAS) subject of class V of SD Negeri 2 Sempidi.

Keywords: ADDIE, Interactive Crossword Puzzle Learning Media, Problem Based Learning, IPAS, What is My Regional Culture