

**PENGEMBANGAN MEDIA PEMBELAJARAN *FLIPBOOK* BERBASIS
MASALAH MUATAN IPA MATERI MEMAKAN DAN DIMAKAN PADA
SUATU EKOSISTEM SISWA KELAS V TAHUN AJARAN 2024/2025
SD NO. 4 DALUNG**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media pembelajaran *flipbook* berbasis masalah muatan IPA, (2) mengetahui kualitas media pembelajaran *flipbook* berbasis masalah muatan IPA, dan (3) mengetahui efektivitas penggunaan media pembelajaran *flipbook* berbasis masalah muatan IPA. 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 kategori sangat baik, (2) kualitas media pembelajaran *flipbook* berbasis masalah berdasarkan hasil uji isi/materi pelajaran memperoleh skor 86,67%, hasil uji desain pembelajaran memperoleh skor 93,33%, hasil uji media pembelajaran memperoleh skor 93,33%, uji perorangan memperoleh skor 97,5%, dan uji kelompok kecil memperoleh skor 98,61% dengan keseluruhan persentase skor berada pada kategori sangat baik dan baik, serta (3) hasil uji efektivitas produk memperoleh $t_{hitung} = 13,091 > t_{tabel} = 1,701$ pada taraf signifikansi 5% untuk $dk = 28$ sehingga H_0 ditolak dan H_1 diterima, yang artinya terdapat perbedaan yang signifikan sebelum dan sesudah menggunakan media pembelajaran *flipbook* berbasis masalah. Dengan demikian dapat disimpulkan bahwa produk *flipbook* berbasis masalah efektif diterapkan pada muatan pelajaran IPA khususnya materi memakan dan dimakan pada suatu ekosistem kelas V di SD No. 4 Dalung.

Kata Kunci: Pengembangan, Media Pembelajaran, *Flipbook*

**DEVELOPMENT OF FLIPBOOK LEARNING MEDIA BASED ON
SCIENCE PROBLEMS ON THE MATERIAL OF EATING AND BEING
EATEN IN AN ECOSYSTEM FOR GRADE V STUDENTS IN THE 2024/2025
ACADEMIC YEAR
SD NO. 4 DALUNG**

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ABSTRACT

This study aims to (1) describe the design of flipbook learning media based on science content problems, (2) determine the quality of flipbook learning media based on science content problems, and (3) determine the effectiveness of using flipbook learning media based on science content problems. 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 category, (2) the quality of problem-based flipbook learning media based on the results of the content/lesson material test obtained a score of 86.67%, the results of the learning design test obtained a score of 93.33%, the results of the learning media test obtained a score of 93.33%, the individual test obtained a score of 97.5%, and the small group test obtained a score of 98.61% with the overall percentage of scores in the very good and good categories, and (3) the results of the product effectiveness test obtained $t_{count} = 13.091 > t_{table} = 1.701$ at a significance level of 5% for $dk = 28$ so that H_0 was rejected and H_1 was accepted, which means there is a significant difference before and after using problem-based flipbook learning media. Thus it can be concluded that the problem-based flipbook product is effectively applied to the science subject matter, especially the material on eating and being eaten in a class V ecosystem at SD No. 4 Dalung.

Keywords: *Development, Learning Media, Flipbook*