

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF
BERKEARIFAN LOKAL BALI DALAM IMPLEMENTASI *COGNITIVE
FLEXIBILITY LEARNING* UNTUK MENINGKATKAN *DECISION MAKING*
SISWA KELAS V SD**

Oleh

I Ketut Satria Ardana, NIM 2111031070

Program Studi Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya kemampuan *decision making* siswa di SD, rendahnya wawasan mengenai kearifan lokal Bali, kurang optimalnya model pembelajaran yang digunakan, dan pemanfaatan media pembelajaran pada kegiatan pembelajaran yang belum optimal. Adapun tujuan penelitian ini, yaitu: (1) menghasilkan *prototype* media pembelajaran interaktif berkearifan lokal Bali dalam implementasi *cognitive flexibility learning* pada materi Ekosistem Kelas V SD, (2) mengetahui validitas hasil dari pengembangan media pembelajaran interaktif berkearifan lokal Bali dalam implementasi *cognitive flexibility learning* pada materi Ekosistem Kelas V SD, (3) mengetahui kepraktisan media pembelajaran interaktif berkearifan lokal Bali dalam implementasi *cognitive flexibility learning* pada materi Ekosistem Kelas V SD, dan (4) mengetahui efektivitas media pembelajaran interaktif berkearifan lokal Bali dalam implementasi *cognitive flexibility learning* untuk meningkatkan *decision making* siswa pada materi Ekosistem Kelas V di SD Negeri 8 Bungkulan. Penelitian ini menggunakan model ADDIE, yaitu: (1) analisis, (2) perancangan, (3) pengembangan, (4) implementasi, dan (5) evaluasi. Metode pengumpulan data yaitu wawancara, observasi, dan angket/kuisisioner. Instrumen yang dipergunakan untuk mengumpulkan data yaitu pedoman observasi, lembar *rating scale*, pedoman wawancara, lembar dan angket/kuisisioner. Hasil penelitian menunjukkan bahwa: (1) *prototype* media pembelajaran interaktif terdiri atas tampilan awal, tampilan *login*, tampilan menu utama, dan tampilan akhir, (2) indeks validitas media dan materi dari media pembelajaran interaktif masing-masing yaitu 0,943 dan 0,937 dengan predikat validitas sangat tinggi, (3) Tingkat pencapaian respon siswa dan praktisi guru masing-masing sebesar 93,26 % dan 94,40 % dengan kualifikasi sangat baik, (4) media pembelajaran interaktif yang dilihat dari nilai signifikansi (2-tailed) pada uji-t berkorelasi menunjukkan angka 0,000, lebih kecil dari 0,05, sehingga media pembelajaran interaktif ini efektif untuk meningkatkan *decision making* siswa pada materi Ekosistem Kelas V SD.

Kata kunci: media, kearifan, *cognitive flexibility learning*, *decision making*, IPAS.

**DEVELOPMENT OF INTERACTIVE LEARNING MEDIA WITH
BALINESE LOCAL WISDOM IN THE IMPLEMENTATION OF
COGNITIVE FLEXIBILITY LEARNING TO IMPROVE DECISION MAKING
FOR GRADE V ELEMENTARY SCHOOL STUDENTS**

By

I Ketut Satria Ardana, NIM 2111031070

Elementary School Teacher Education Study Program

Department of Elementary Education

ABSTRACT

This research is motivated by the low decision-making ability of students in elementary school, low insight into local Balinese wisdom, less optimal learning model used, and the use of learning media in learning activities that are not optimal. The objectives of this research are: (1) to produce a prototype of interactive learning media with Balinese local wisdom in the implementation of cognitive flexibility learning in the Class V Elementary School Ecosystem material, (2) to find out the validity of the results of the development of interactive learning media with Balinese local wisdom in the implementation of cognitive flexibility learning in the Class V Elementary School Ecosystem material, (3) to know the practicality of interactive learning media with Balinese local wisdom in the implementation of cognitive flexibility learning in the Ecosystem material of Class V Elementary School, and (4) to know the effectiveness of interactive learning media with local Balinese wisdom in the implementation of cognitive flexibility learning to improve student decision-making in the material of Ecosystem Class V at SD Negeri 8 Bungkulan. This study uses the ADDIE model, namely: (1) analysis, (2) design, (3) development, (4) implementation, and (5) evaluation. The data collection methods are interviews, observations, and questionnaires. The instruments used to collect data are observation guidelines, rating scale sheets, interview guidelines, sheets and questionnaires. The results of the study show that: (1) the prototype of interactive learning media consists of the initial display, login display, main menu display, and final display, (2) the validity index of media and materials from the interactive learning media is 0.943 and 0.937 respectively with a very high validity predicate, (3) the achievement rate of student and teacher practitioners is 93.26% and 94.40% respectively with very good qualifications, (4) interactive learning media seen from the significance value (2-tailed) in the correlated t-test shows a number of 0.000, less than 0.05, so that this interactive learning media is effective in improving student decision-making in the Ecosystem material of Class V Elementary School.

Kata kunci: media, kearifan, cognitive flexibility learning, decision making, IPAS.