

**PENGEMBANGAN MEDIA PAPAN TANDA BACA BERBASIS CERITA
MANIK ANGKERAN UNTUK MENINGKATKAN KETERAMPILAN
MENULIS BAHASA INDONESIA SISWA KELAS III B SD NO. 1
KEROBOKAN KAJA**

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ABSTRAK

Penelitian ini bertujuan untuk (1) merancang bangun media papan tanda baca berbasis cerita Manik Angkeran untuk meningkatkan keterampilan menulis Bahasa Indonesia, (2) mengetahui kelayakan media berdasarkan validasi ahli serta uji coba kepada praktisi dan siswa, dan (3) menguji efektivitas terhadap peningkatan keterampilan menulis siswa kelas III sekolah dasar. Penelitian pengembangan ini menerapkan model ADDIE. Penelitian ini mengumpulkan data melalui uji validasi ahli, uji coba produk, serta test keterampilan menulis berupa *pre-test* dan *post-test*. Hasil penelitian menunjukkan bahwa (1) rancang bangun media papan tanda baca berbasis cerita Manik Angkeran dikembangkan dalam bentuk papan berukuran 50x50 cm, menggunakan triplek berlapis stiker digital, serta dilengkapi komponen, seperti pion, dadu, kartu permainan, dan video stimulus berbasis *qr code*. (2) Dari segi kelayakan media papan tanda baca berbasis cerita Manik Angkeran memperoleh hasil validasi yang sangat baik, dari ahli isi/materi pelajaran sebesar 95%, ahli desain instruksional sebesar 92,5%, validasi ahli media pembelajaran 95,45%, serta hasil subjek uji coba praktisi (kepala sekolah dan guru wali kelas III B) 92,5%, uji coba perorangan 95%, dan uji coba kelompok kecil 93,88%. (3) Hasil uji efektivitas menunjukkan peningkatan keterampilan menulis siswa, dengan rata-rata nilai *pre-test* 60,35 meningkat dengan rata-rata *post-test* 83,08. Berdasarkan uji-t *sample dependent*, diperoleh $t_{hitung} = 15,504 > t_{tabel} = 2,060$, hal ini menunjukkan adanya perbedaan yang signifikan antara hasil *pre-test* dan *post-test*. Berdasarkan hasil tersebut, disimpulkan media papan tanda baca berbasis cerita Manik Angkeran layak serta efektif sebagai media pembelajaran untuk meningkatkan keterampilan menulis Bahasa Indonesia siswa kelas III, khususnya dalam penggunaan tanda baca.

Kata Kunci : Pengembangan, Media Pembelajaran, Papan Tanda Baca, Manik Angkeran, Keterampilan Menulis

**DEVELOPMENT OF READING BOARD MEDIA BASED ON MANIK
ANGKERAN STORY TO IMPROVE INDONESIAN WRITING SKILLS OF
GRADE III B STUDENTS OF ELEMENTARY SCHOOL NO. 1
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ABSTRACT

This study aims to (1) design and construct a reading board media based on Manik Angkeran story to improve Indonesian writing skills, (2) determine the feasibility of the media based on expert validation and trials on practitioners and students, and (3) test its effectiveness in improving writing skills of grade III elementary school students. This development research applies the ADDIE model. This study collects data through expert validation tests, product trials, and writing skills tests in the form of pre-tests and post-tests. The results of the study showed that (1) the design of the Manik Angkeran story-based reading sign board media was developed in the form of a 50x50 cm board, using plywood coated with digital stickers, and equipped with components, such as pawns, dice, game cards, and QR code-based stimulus videos. (2) In terms of the feasibility of the Manik Angkeran story-based reading sign board media, it obtained very good validation results, from content/subject matter experts of 95%, instructional design experts of 92.5%, validation from learning media experts of 95.45%, and the results of the practitioner trial subjects (principal and homeroom teacher III B) 92.5%, individual trials 95%, and small group trials 93.88%. (3) The results of the effectiveness test showed an increase in students' writing skills, with an average pre-test score of 60.35 increasing with an average post-test of 83.08. Based on the dependent sample t-test, it was obtained $t_{count} = 15.504 > t_{table} = 2.060$, this shows a significant difference between the results of the pre-test and post-test. Based on these results, it is concluded that the Manik Angkeran story-based punctuation board media is feasible and effective as a learning medium to improve the Indonesian writing skills of grade III students, especially in the use of punctuation.

Keywords: *Development, Learning Media, Punctuation Board, Manik Angkeran, Writing Skills*