PENGEMBANGAN MEDIA PEMBELAJARAN TEKA-TEKI SILANG INTERAKTIF BERBASIS *PROBLEM BASED LEARNING* MATERI MAGNET PADA MATA PELAJARAN IPAS KELAS V SD NO. 2 SEDANG TAHUN AJARAN 2024/2025

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ABSTRAK

Kurangnya media pembelajaran yang menarik dan interaktif, diidentifikasi sebagai tantangan dalam mengajarkan materi magnet dalam mata pelajaran IPAS untuk siswa kelas V. Tujuan penelitian ini adalah (1) mendeskripsikan rancang bangun media pembelajaran teka-teki silang interaktif berbasis *problem-based learning*, (2) mengetahui kelayakan media pembelajaran teka-teki silang interaktif berbasis *problem-based learning*, dan (3) mengetahui efektivitas media pembelajaran teka-teki silang interaktif berbasis *problem-based learning*. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan adalah metode wawancara, observasi, kuesioner dan tes. Teknik analisis data menggunakan teknik analisis deskriptif kuantitatif dan analisis statistik inferensial uji-t. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) rancang bangun media teka-teki silang interaktif berbasis *problem-based learning* ini berbentuk digital (2) kelayakan media pembelajaran teka-teki silang interaktif berbasis *problem-based learning* berdasarkan hasil uji materi pembelajaran memperoleh skor 92,85%, hasil uji desain pembelajaran memperoleh skor 91,66%, hasil uji media pembelajaran memperoleh skor 90,90%, uji perorangan memperoleh skor 92,50%, dan uji kelompok kecil memperoleh skor 93,83% dengan keseluruhan persentase skor berada pada kualifikasi sangat baik, serta (3) hasil uji efektivitas produk memperoleh t-hitung = 9,999 > t-tabel = 1,703 pada taraf signifikansi 5% untuk db = 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 media pembelajaran teka-teki silang interaktif berbasis *problem-based learning* layak dan efektif diterapkan dalam pembelajaran materi magnet pada mata pelajaran IPAS kelas V SD No. 2 Sedang Tahun Ajaran 2024/2025.

Kata Kunci: Media Pembelajaran, Teka-Teki Silang Interaktif, *Problem-Based Learning*.

DEVELOPMENT OF INTERACTIVE CROSSWORD PUZZLE LEARNING MEDIA BASED ON PROBLEM BASED LEARNING ON MAGNET MATERIAL IN THE SCIENCE SUBJECT OF GRADE V ELEMENTARY SCHOOL NO. 2 MEDIUM IN THE 2024/2025 ACADEMIC YEAR

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ABSTRACT

The lack of interesting and interactive learning media is identified as a challenge in teaching magnet material in the science subject for grade V students. The objectives of this study are (1) to describe the design of interactive crossword puzzle learning media based on problem-based learning, (2) to determine the feasibility of interactive crossword puzzle learning media based on problem-based learning, and (3) to determine the effectiveness of interactive crossword puzzle learning media based on problem-based learning. This development research uses the ADDIE development model (Analyze, Design, Development, Implementation, Evaluation). The data collection methods used were interview, observation, questionnaire and test methods. The data analysis technique used quantitative descriptive analysis technique and inferential statistical analysis of t-test. The results of this development research indicate that: (1) the design of interactive crossword puzzle media based on problem-based learning is in digital form (2) the feasibility of interactive crossword puzzle learning media based on problem-based learning based on the results of the learning material test obtained a score of 92.85%, the results of the learning design test obtained a score of 91.66%, the results of the learning media test obtained a score of 90.90%, the individual test obtained a score of 92.50%, and the small group test obtained a score of 93.83% 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 = 9.999> t-table = 1.703 at a significance level of 5% for db = 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 interactive crossword puzzle learning media based on problem-based learning is feasible and effective to be applied in learning magnet material in the subject of science for grade V of SD No. 2 Sedang in the 2024/2025 Academic Year.

Keywords*: Learning Media, Interactive Crossword Puzzles, Problem-Based Learning.*