

**PENGEMBANGAN BAHAN AJAR *POWERPOINT*
INTERAKTIF BERBASIS *OPEN ENDED PROBLEM*
UNTUK MENINGKATKAN KEMAMPUAN PEMECAHAN
MASALAH SISWA PADA MUATAN MATEMATIKA
KELAS V SD No. 1 PELAGA**

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ABSTRAK

Studi ini dilakukan guna (1) Mendeskripsikan produksi media pengembangan materi pembelajaran *powerpoint* dinamis dengan basis *open ended problem* guna menumbuhkan keterampilan *problem solving* murid pada muatan matematika kelas V SD No. 1 Pelaga. (2) Mengetahui kepentasan produk pengembangan materi pembelajaran *powerpoint* dinamis dengan basis *open ended problem* guna menumbuhkan kerampilan *problem solving* murid pada muatan matematika kelas V SD No. 1 Pelaga. (3) Memahami efisiensi penerapan pengembangan materi pembelajaran *powerpoint* dinamis dengan basis *open ended problem* guna menumbuhkan kerampilan *problem solving* murid pada muatan matematika kelas V SD No. 1 Pelaga. Riset ini memakai metode penelitian *Research & Development* dengan kerangka pengembangan ADDIE (*Analyze, Design, Development, Implementation, and Evaluation*). Pengumpulan data pada riset ini dilaksanakan dengan subjek penelitian sejumlah 24 orang. Uji normalitas *pre-test* menghasilkan $D_{max} = 0,104 < D_{tabel} = 0,269$ di samping itu, hasil uji normalitas *post-test* peserta didik mendapat $D_{max} = 0,193 < D_{tabel} = 0,269$ maka bisa diambil simpulan, H_0 diterima maka sampel berdistribusi normal. Uji homogenitas *pre-test* dan *posttest* menghasilkan $F_{hitung} = 1,119 < F_{tabel} = 4,050$ maka dapat disimpulkan bahwa sampel homogen. Berdasarkan hasil uji-t didapat $t_{hitung} = 9,851$ dan t_{tabel} dengan $dk = 23$ pada taraf signifikansi 5% adalah 2,069 dengan demikian H_0 disanggah, H_1 diterima. Menurut standar uji coba, oleh karena itu bisa disebutkan bahwa ada variasi yang berarti capaian pembelajaran siswa di antara sebelum serta setelah memakai Bahan ajar *powerpoint* dinamis dengan basis *open ended problem* untuk materi pecahan kelas V diterima

Kata Kunci : Pengembangan, ADDIE, Matematika, Bilangan Pecahan

**DEVELOPMENT OF INTERACTIVE POWERPOINT LEARNING MATERIALS
BASED ON OPEN ENDED PROBLEMS TO IMPROVE STUDENTS' PROBLEM
SOLVING ABILITIES IN MATHEMATICS CONTENT OF GRADE V SD No. 1
PELAGA**

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ABSTRACT

This study was conducted in order to (1) Describe the production of dynamic powerpoint learning material development media based on open ended problems to foster students' problem solving skills in mathematics content of grade V SD No. 1 Pelaga. (2) Determine the appropriateness of the product of dynamic powerpoint learning material development based on open ended problems to foster students' problem solving skills in mathematics content of grade V SD No. 1 Pelaga. (3) Understand the efficiency of implementing the development of dynamic powerpoint learning materials based on open ended problems to foster students' problem solving skills in mathematics content of grade V SD No. 1 Pelaga. This research uses the Research & Development research method with the ADDIE (Analyze, Design, Development, Implementation, and Evaluation) development framework. Data collection in this research was carried out with 24 research subjects. The pre-test normality test produced a D_{max} of 0.104 < D_{table} 0.269 in addition, the results of the post-test normality test of students got a D_{max} of 0.193 < D_{table} 0.269, so it can be concluded that H_0 is accepted, so the sample is normally distributed. The pre-test and post-test homogeneity tests produced an F_{count} of 1.119 < F_{table} 4.050, so it can be concluded that the sample is homogeneous. Based on the results of the t-test, the t_{count} was 9.851 and the t_{table} with $dk = 23$ at a significance level of 5% was 2.069, thus H_0 was rejected, H_1 was accepted. According to the trial standard, therefore it can be said that there is a significant variation in student learning achievement between before and after using Dynamic PowerPoint teaching materials based on open-ended problems for fractional material for grade V received

Keywords: Development, ADDIE, Mathematics, Fractions