

**PENGEMBANGAN MEDIA *FLASH CARD***  
**BERTEMA BINATANG UNTUK MENINGKATKAN KETERAMPILAN**  
**BERBICARA PADA MATA PELAJARAN BAHASA INDONESIA SISWA**  
**KELAS I SD NEGERI TULANGAMPIANG**  
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**ABSTRAK**

Penelitian ini dilatar belakangi oleh kurangnya media pembelajaran yang digunakan untuk meningkatkan keterampilan berbicara siswa kelas I. Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, menganalisis kelayakan media, dan mengetahui efektivitas media *flash card* bertema binatang pada siswa kelas I. Penelitian ini menggunakan model penelitian pengembangan ADDIE. Metode yang digunakan untuk mengumpulkan data, yakni metode wawancara, observasi, dan kuesioner. Subjek yang terlibat dalam penelitian ini meliputi ahli isi materi pembelajaran, ahli desain instruksional, ahli media pembelajaran, ahli kepraktisan, dan siswa kelas I sebagai subjek uji coba produk. Analisis data yang digunakan, yakni: analisis deskriptif kuantitatif, analisis deskriptif kualitatif, dan analisis statistik inferensial. Diperoleh hasil penelitian sebagai berikut. (1) Hasil rancang bangun media *flash card* berbentuk media cetak bertemakan binatang yang dikembangkan dengan model pengembangan ADDIE, (2) Hasil kelayakan media melalui uji ahli isi materi pembelajaran sebesar 94,79%, ahli desain instruksional sebesar 90,65%, ahli media pembelajaran sebesar 95%, ahli kepraktisan sebesar 90,62%, uji coba perorangan sebesar 95,83%, dan uji coba kelompok kecil sebesar 95,28%, (3) Hasil efektivitas *flash card* berdasarkan perhitungan uji-t diperoleh  $t_{hitung}$  sebesar 18,307 untuk db 33 dan  $t_{tabel}$  sebesar 1,691, jika dibandingkan diperoleh  $t_{hitung} > t_{tabel}$  sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, penelitian ini menunjukkan bahwa media pembelajaran *flash card* bertema binatang efektif digunakan pada siswa kelas I sekolah dasar. Implikasi dari penelitian ini adalah dapat menjadikan pembelajaran lebih menarik sehingga berpengaruh positif terhadap hasil belajar khususnya meningkatkan keterampilan berbicara siswa

**Kata Kunci:** Pengembangan, *Flash Card*, Keterampilan Berbicara.

**DEVELOPMENT OF ANIMAL-THEMED FLASH CARD MEDIA TO  
IMPROVE SPEAKING SKILLS IN INDONESIAN LANGUAGE SUBJECTS  
OF GRADE I STUDENTS OF ELEMENTARY SCHOOL**

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**ABSTRACT**

*This research is motivated by the lack of learning media used to improve the speaking skills of grade I students. This study aims to describe the design, analyze the feasibility of the media, and determine the effectiveness of animal-themed flash card media on grade I students. This study uses the ADDIE development research model. The methods used to collect data are interview, observation, and questionnaire methods. The subjects involved in this study included learning material content experts, instructional design experts, learning media experts, practicality experts, and first grade students as product trial subjects. The data analysis used were: quantitative descriptive analysis, qualitative descriptive analysis, and inferential statistical analysis. The following research results were obtained. (1) The results of the flash card media design in the form of printed media with an animal theme developed using the ADDIE development model, (2) The results of the media feasibility through the learning material content expert test were 94.79%, instructional design experts were 90.65%, learning media experts were 95%, practicality experts were 90.62%, individual trials were 95.83%, and small group trials were 95.28%, (3) The results of the effectiveness of flash cards based on the t-test calculation obtained a t count of 18.307 for db 33 and a t table of 1.691, when compared,  $t \text{ count} > t \text{ table}$  so that  $H_0$  was rejected and  $H_1$  was accepted. Thus, this study shows that animal-themed flash card learning media is effective for use in grade I elementary school students. The implication of this study is that it can make learning more interesting so that it has a positive effect on learning outcomes, especially improving students' speaking skills*

**Keywords:** *Development, Flash Card, Speaking Skills.*