

**PENGEMBANGAN E-LKPD BERBASIS *PROJECT BASED LEARNING*
PADA MATA PELAJARAN IPAS MATERI KEKAYAAN BUDAYA
INDONESIA KELAS IV DI SEKOLAH DASAR**

Oleh

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun E-LKPD berbasis *Project Based Learning* pada Mata Pelajaran IPAS materi Kekayaan Budaya Indonesia kelas IV di Sekolah Dasar, (2) mengetahui kelayakan E-LKPD berbasis *Project Based Learning* pada Mata Pelajaran IPAS materi Kekayaan Budaya Indonesia ditinjau dari uji ahli isi, uji ahli desain, uji ahli media, uji perorangan, dan uji kelompok kecil siswa kelas IV di Sekolah Dasar, serta (3) mengetahui efektivitas E-LKPD berbasis *Project Based Learning* pada Mata Pelajaran IPAS materi Kekayaan Budaya Indonesia kelas IV di Sekolah Dasar. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan dilakukan dengan metode wawancara, observasi, angket dan tes objektif tipe pilihan ganda. Analisis data yang digunakan adalah teknik analisis deskriptif kualitatif, deskriptif kuantitatif dan analisis statistika inferensial (uji-t). Hasil penelitian pengembangan ini berupa (1) rancang bangun E-LKPD berdasarkan hasil penilaian ahli rancang bangun sebesar 92,5%, (2) E-LKPD ini dinyatakan layak berdasarkan hasil penilaian ahli isi pembelajaran sebesar 93,18%, penilaian ahli desain instruksional sebesar 85%, penilaian ahli media pembelajaran sebesar 90%, hasil uji coba perorangan sebesar 90%, dan uji coba kelompok kecil sebesar 91,38%, (3) berdasarkan uji-t *sample dependent* diperoleh nilai t_{hitung} sebesar 20,239 sedangkan nilai t_{tabel} pada taraf signifikansi 5% dan $dk = (30-1) = 29$ diperoleh nilai t_{tabel} 2,045. Hasil tersebut menunjukkan bahwa $t_{hitung} > t_{tabel}$ ($20,239 > 2,045$) sehingga H_0 ditolak dan H_1 diterima. Dengan demikian, dapat disimpulkan bahwa E-LKPD berbasis *project based learning* efektif untuk diterapkan dalam pembelajaran materi kekayaan budaya Indonesia pada mata pelajaran IPAS siswa kelas IV di Sekolah Dasar.

Kata Kunci: Pengembangan, E-LKPD, *Project Based Learning*, IPAS

**DEVELOPMENT OF E-LKPD BASED ON PROJECT BASED LEARNING
IN SCIENCE SUBJECT ON INDONESIAN CULTURAL WEALTH FOR
GRADE IV IN ELEMENTARY SCHOOL**

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ABSTRACT

This study aims to (1) describe the design of E-LKPD based on Project Based Learning in Science Subject on Indonesian Cultural Wealth for grade IV in Elementary School, (2) determine the feasibility of E-LKPD based on Project Based Learning in Science Subject on Indonesian Cultural Wealth for grade IV in Elementary School, (2) determine the feasibility of E-LKPD based on Project Based Learning in Science Subject on Indonesian Cultural Wealth for grade IV in Elementary School, reviewed from content expert test, design expert test, media expert test, individual test, and small group test of grade IV students in Elementary School, and (3) determine the effectiveness of E-LKPD based on Project Based Learning in Science Subject on Indonesian Cultural Wealth for grade IV in Elementary School. This study uses the ADDIE development model. The collection method was carried out using interview, observation, questionnaire and multiple choice objective test methods. Data analysis used qualitative descriptive analysis techniques, quantitative descriptive and inferential statistical analysis (t-test). The results of this development research are (1) the design of E-LKPD based on the results of the design expert's assessment of 92.5%, (2) this E-LKPD was declared feasible based on the results of the learning content expert's assessment of 93.18%, the instructional design expert's assessment of 85%, the learning media expert's assessment of 90%, the results of individual trials of 90%, and small group trials of 91.38%, (3) based on the dependent sample t-test, the t-value was obtained as 20.239 while the t-table value at a significance level of 5% and $dk = (30-1) = 29$ obtained a t-table value of 2.045. These results indicate that $t\text{-count} > t\text{-table}$ ($20.239 > 2.045$) so that H_0 is rejected and H_1 is accepted. Thus, it can be concluded that E-LKPD based on project based learning is effective to be applied in learning the material of Indonesian cultural wealth in the subject of science and natural sciences for grade IV students in Elementary Schools.

Keywords: Development, E-LKPD, Project Based Learning, Science and Natural Sciences