

PENGEMBANGAN 3D PETA TRADISI BUDAYA BALI BERPENDEKATAN MULTIKULTURAL DENGAN QR CODE UNTUK KEMAMPUAN BERPIKIR KRITIS MUATAN IPS KELAS IV SD

OLEH

I Komang Juliarta, NIM 2111031310

Program Studi S1 Pendidikan Guru Sekolah Dasar

Jurusan Pendidikan Dasar

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran 3D peta tradisi budaya Bali berpendekatan multikultural dengan *qr code* untuk meningkatkan kemampuan berpikir kritis siswa pada muatan IPAS kelas IV SD yang valid, praktis dan efektif. Penelitian yang dilakukan adalah penelitian pengembangan (*Research & Development*) dan menggunakan model pengembangan *ADDIE*. Metode dari pengumpulan data menggunakan instrument kuisioner dan tes uraian. Data dari validitas media bersumber dari ahli media pembelajaran dan ahli materi IPAS SD. Data dari kepraktisan media bersumber pada praktisi (guru) kelas IV SD dan 10 orang siswakesel IV SD. Pengujian untuk mengukur efektivitas produk dilakukan dengan menggunakan desain *one group pretest posttest* pada jumlah sampel sebanyak 28 orang siswa kelas IV SD. Hasil dari data dianalisis secara kualitatif dan kuantitatif. Hasil dari penelitian media pembelajaran 3D peta tradisi budaya Bali berpendekatan multikultural dengan *qr code* untuk meningkatkan kemampuan berpikir kritis siswa pada pembelajaran IPAS kelas IV SD dinyatakan (1) valid ditinjau pada aspek isi, desain, dan media pembelajaran IPAS; (2) praktis ditinjau dari perspektif praktisi (guru) dan siswa; (3) efektif untuk meningkatkan kemampuan berpikir kritis siswa pada pembelajaran IPAS kelas IV SD. Berdasarkan hasil tersebut dapat disimpulkan bahwa media pembelajaran 3D peta tradisi budaya Bali berpendekatan multikultural dengan *qr code* pada pembelajaran IPAS kelas IV SD yang telah dikembangkan, dinyatakan valid, praktis, dan efektif dalam meningkatkan kemampuan berpikir kritis, sehingga layak digunakan secara berkelanjutan pada kegiatan pembelajaran.

Kata kunci: media pembelajaran, *qr code*, kemampuan berpikir kritis, IPAS, sekolah dasar

**DEVELOPMENT OF 3D MAP OF BALINESE CULTURAL TRADITIONS
WITH A MULTICULTURAL APPROACH WITH QR CODE FOR CRITICAL
THINKING ABILITY IN SOCIAL STUDIES CONTENT OF GRADE IV
ELEMENTARY SCHOOL**

BY

I Komang Juliarta, NIM 2111031310

Study Program of Elementary School Teacher Education

Elementary Education Department

ABSTRACT

This study aims to develop a 3D learning media of Balinese cultural tradition maps with a multicultural approach with QR code to improve students' critical thinking ability in the social studies content of grade IV elementary school that is valid, practical and effective. The research conducted is a development research (Research & Development) and uses the ADDIE development model. The method of data collection uses questionnaire instruments and essay tests. Data from the validity of the media comes from learning media experts and social studies material experts in elementary school. Data from the practicality of the media comes from practitioners (teachers) of grade IV elementary school and 10 grade IV elementary school students. Testing to measure the effectiveness of the product was carried out using a one group pretest posttest design on a sample of 28 grade IV elementary school students. The results of the data were analyzed qualitatively and quantitatively. The results of the study of 3D learning media for Balinese cultural traditions maps with a multicultural approach with a QR code to improve students' critical thinking skills in science learning for grade IV elementary school were stated to be (1) valid in terms of content, design, and media aspects of science learning; (2) practical in terms of the perspective of practitioners (teachers) and students; (3) effective in improving students' critical thinking skills in science learning for grade IV elementary school. Based on these results, it can be concluded that the 3D learning media for Balinese cultural traditions maps with a multicultural approach with a QR code in science learning for grade IV elementary school that has been developed is stated to be valid, practical, and effective in improving critical thinking skills, so it is worthy of being used continuously in learning activities.

Keywords: *learning media, QR code, critical thinking skills, Science, elementary school*