

PENGEMBANGAN MEDIA PEMBELAJARAN *FUN THINKERS BOOK* BERBASIS PENDEKATAN KONTEKSTUAL UNTUK MENINGKATKAN HASIL BELAJAR IPAS SISWA KELAS III SD

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ABSTRAK

Penelitian ini bertujuan untuk: (1) menghasilkan produk media pembelajaran *Fun Thinkers Book* pada muatan IPAS siswa kelas III SD, (2) untuk mendeskripsikan validitas media pembelajaran *Fun Thinkers Book* pada muatan IPAS kelas III SD, (3) untuk mendeskripsikan kepraktisan media pembelajaran *Fun Thinkers Book* berbasis pendekatan kontekstual untuk meningkatkan hasil belajar IPAS siswa kelas III SD, (4) untuk mendeskripsikan efektivitas media pembelajaran *Fun Thinkers Book* pada muatan IPAS kelas III SD. Penelitian ini menggunakan model pengembangan ADDIE yaitu: (1) Analisis, (2) Perancangan, (3) Pengembangan, (4) implementasi, (5) evaluasi. Subjek penelitian ini adalah 4 orang ahli, 1 praktisi dan 1 rombel siswa kelas III SD Negeri 1 Penarukan yang berjumlah 25 siswa, sedangkan objek penelitian ini yaitu media pembelajaran *Fun Thinkers Book* pada muatan IPAS materi mengenal siklus pada makhluk hidup kelas III SD. Hasil penelitian ini menunjukkan bahwa: (1) menghasilkan produk media pembelajaran berupa *Fun Thinkers Book* pada muatan IPAS materi mengenal siklus pada makhluk hidup siswa kelas III SD, (2) media pembelajaran *Fun Thinkers Book* memperoleh validitas yang sangat baik dengan tingkat pencapaian 98,33% oleh ahli materi dan 95,83% dari ahli media, (3) memperoleh tingkat kepraktisan sebesar 90% oleh respon praktisi/guru. 95,55% oleh siswa dalam uji perorangan, dan 93,05% oleh siswa dalam uji kelompok kecil. (4) memperoleh nilai sig.(2-tailed) sebesar 0,000. Hasil tersebut menunjukkan besar signifikan lebih kecil dari 0,05 atau sig.(2- tailed)<0,05 sehingga dapat disimpulkan H₀ ditolak dan H_a diterima dari hal tersebut, media pembelajaran *Fun Thinkers Book* efektif meningkatkan hasil belajar IPAS siswa kelas III SD Negeri 1 Penarukan.

Kata Kunci: Hasil belajar IPAS, *Fun Thinkers Book*, Pengembangan.

DEVELOPMENT OF FUN THINKERS BOOK LEARNING MEDIA BASED ON A CONTEXTUAL APPROACH TO IMPROVE THE OUTCOMES OF STUDENTS' SCIENCE LEARNING IN GRADE III ELEMENTARY SCHOOL

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ABSTRACK

This study aims to: (1) produce a Fun Thinkers Book learning media product on the science content of grade III elementary school students, (2) to describe the validity of the Fun Thinkers Book learning media on the science content of grade III elementary school students, (3) to describe the practicality of the Fun Thinkers Book learning media based on a contextual approach to improve science learning outcomes of grade III elementary school students, (4) to describe the effectiveness of the Fun Thinkers Book learning media on the science content of grade III elementary school students. This study uses the ADDIE development model, namely: (1) Analyst, (2) Design, (3) Development, (4) Implementation, (5) Evaluation. The subjects of this study were 4 experts, 1 practitioner and 1 class of grade III elementary school students of SD Negeri 1 Penarukan totaling 25 students, while the object of this study was the Fun Thinkers Book learning media on the science content of the material on recognizing cycles in living things in grade III elementary school students. The results of this study indicate that: (1) producing a learning media product in the form of Fun Thinkers Book on the content of the science subject of recognizing the cycle in living things for grade III elementary school students, (2) the Fun Thinkers Book learning media obtained very good validity with an achievement level of 98.33% by material experts and 95.83% from media experts, (3) obtaining a practicality level of 90% by the response of practitioners/teachers. 95.55% by students in individual tests, and 93.05% by students in small group tests. (4) obtaining a sig. (2-tailed) value of 0.000. These results indicate a significant value smaller than 0.05 or sig. (2-tailed) <0.05 so that it can be concluded that H0 is rejected and Ha is accepted from this, the Fun Thinkers Book learning media is effective in improving the science learning outcomes of grade III students of SD Negeri 1 Penarukan.

Keywords: Science learning outcomes, Fun Thinkers Book, Development