

**PENGEMBANGAN MEDIA *DIVERSITY MAP* BERBANTUAN
FABEL PADA MUATAN IPAS MATERI INDONESIAKU KAYA
BUDAYA PADA SISWA KELAS IV SDN 3 TIYINGTALI**

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ABSTRAK

Penelitian ini bertujuan untuk (1) mengetahui rancang bangun media *Diversity Map* Berbantuan Fabel Pada Muatan IPAS Materi Indonesiaku Kaya Budaya Pada Siswa Kelas IV SDN 3 Tiyingtali, (2) mengetahui kualitas Media *Diversity Map* Berbantuan Fabel Pada Muatan IPAS Materi Indonesiaku Kaya Budaya Pada Siswa Kelas IV SDN 3 Tiyingtali menurut para ahli uji coba perorangan, dan uji coba kelompok kecil, (3) mengetahui efektivitas media *Diversity Map* Berbantuan Fabel Pada Muatan IPAS Materi Indonesiaku Kaya Budaya Pada Siswa Kelas IV SDN 3 Tiyingtali. Penelitian ini adalah penelitian pengembangan yang menggunakan model ADDIE. Metode pengumpulan data menggunakan tes objektif pilihan ganda, kuesioner, dan Teknik analisis deskriptif kuantitatif. Hasil penelitian ini adalah (1) Rancang bangun (2) Kualitas media menunjukkan hasil uji ahli isi muatan pelajaran sebesar 92% (sangat baik), uji ahli desain instruksional sebesar 91% dengan kualifikasi (sangat baik), uji ahli media pembelajaran sebesar 92% dengan kualifikasi (sangat baik), uji coba perorangan sebesar 92% (sangat baik), dan uji coba kelompok kecil sebesar 93% (sangat baik). (3) Efektivitas video pembelajaran berdasarkan uji-t berkolerasi diperoleh hasil thitung sebesar 13,054. Kemudian harga thitung dibandingkan dengan harga ttabel sebesar 1,761 hal ini berarti thitung > ttabel, Dengan demikian, H1 diterima dan H0 ditolak. Hasil ini membuktikan bahwa penggunaan media *Diversity Map* berbantuan fabel secara signifikan efektif dalam meningkatkan hasil belajar siswa pada materi *Indonesiaku Kaya Budaya*.

Kata Kunci: *Diversity Map*, fabel, IPAS

***DEVELOPMENT OF DIVERSITY MAP MEDIA ASSISTED BY FABLES ON
THE SCIENCE CONTENT OF MY INDONESIA IS RICH IN CULTURE
FOR STUDENTS OF GRADE IV OF SDN 3 TIYINGTALI***

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ABSTRACT

This study aims to (1) determine the design of Diversity Map media Assisted by Fables on the Science Content of My Indonesia is Rich in Culture for Students of Grade IV of SDN 3 Tiyingtali, (2) determine the quality of Diversity Map Media Assisted by Fables on the Science Content of My Indonesia is Rich in Culture for Students of Grade IV of SDN 3 Tiyingtali according to experts, individual trials, and small group trials, (3) determine the effectiveness of Diversity Map media Assisted by Fables on the Science Content of My Indonesia is Rich in Culture for Students of Grade IV of SDN 3 Tiyingtali. This research is a development research using the ADDIE model. Data collection methods use multiple choice objective tests, questionnaires, and quantitative descriptive analysis techniques. The results of this study are (1) Design (2) Media quality shows the results of the expert test of the subject matter of 92% (very good), the instructional design expert test of 91% with qualifications (very good), the learning media expert test of 92% with qualifications (very good), individual trials of 92% (very good), and small group trials of 93% (very good). (3) The effectiveness of learning videos based on the correlated t-test obtained a t count of 13.054. Then the t count price is compared with the t table price of 1.761, this means that $t_{count} > t_{table}$, Thus, H_1 is accepted and H_0 is rejected. These results prove that the use of Diversity Map media assisted by fables is significantly effective in improving student learning outcomes in the material My Indonesia is Rich in Culture.

Keywords: Diversity Map, fables, IPAS