

**PEGEMBANGAN MEDIA VIDEO PEMBELAJARAN BERBASIS  
KONTEKSTUAL PELAJARAN MATEMATIKA MATERI BANGUN  
RUANG KUBUS DAN BALOK SISWA KELAS IV SD NEGERI 25  
PEMECUTAN TAHUN PELAJARAN 2024/2025**

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**ABSTRAK**

Penelitian ini bertujuan untuk mendeskripsikan rancang bangun, validitas, dan efektivitas dari media video pembelajaran berbasis kontekstual pelajaran matematika kelas IV SD Negeri 25 Pemecutan. Penelitian pengembangan ini menggunakan model ADDIE. Metode pengumpulan data yang digunakan dalam penelitian ini adalah metode tes dan metode angket/kuesioner. Hasil penelitian ini melalui tahap (1) rancang bangun merupakan media elektronik berupa media video pembelajaran berbasis kontekstual dengan penilaian dari ahli rancang bangun memberikan hasil sebesar 90%, (2) validitas media video pembelajaran berbasis kontekstual diperoleh setelah mendapatkan penilaian dari para ahli dan penilaian uji coba produk, berdasarkan hasil penelitian diperoleh (a) hasil penilaian ahli isi materi sebesar (93,18%); (b) hasil penilaian ahli desain instruksional sebesar (97,22%); (c) hasil penilaian ahli media pembelajaran sebesar (91,66%); (d) hasil penilaian uji perorangan sebesar (94,44%); (e) hasil penilaian uji kelompok kecil sebesar (95,36%), berdasarkan hasil penilaian tersebut media video pembelajaran berbasis kontekstual berada dalam kategori valid untuk digunakan, (3) efektivitas media video pembelajaran berbasis kontekstual berdasarkan hasil perhitungan dengan menggunakan uji-t satu sampel Dapat dilihat bahwa nilai  $t_{hitung}$  6,341 dan  $t_{tabel}$  dengan taraf signifikan 5% dengan diketahui  $dk = (n-1) = 32-1 = 31$  adalah 2,040. Hasil tersebut menunjukkan bahwa  $t_{hitung} = 6,341 > t_{tabel} = 2,040$ , sehingga  $H_0$  ditolak dan  $H_1$  diterima yang berbunyi bahwa rata-rata *post-test* siswa lebih dari nilai KKTP. Rerata *post-test* didapat 90,75, sedangkan KKTP sebesar 86, ini berarti media video pembelajaran berbasis kontekstual pelajaran matematika materi bangun ruang kubus dan balok efektif digunakan pada siswa kelas IV di SD Negeri 25 Pemecutan.

**Kata Kunci:** Media, Video Pembelajaran, Kontekstual, Materi Bangun Ruang Kubus dan balok

**DEVELOPMENT OF CONTEXTUAL-BASED LEARNING VIDEO MEDIA  
FOR MATHEMATICS LESSONS ON THE MATERIAL OF CUBE AND  
CUBE SPHERICAL FIGURES FOR STUDENTS OF GRADE IV OF STATE  
ELEMENTARY SCHOOL 25 IN THE 2024/2025 ACADEMIC YEAR**

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**ABSTRACT**

*This study aims to describe the design, validity, and effectiveness of contextual-based learning video media for mathematics lessons for grade IV of SD Negeri 25 Pemecutan. This development research uses the ADDIE model. The data collection methods used in this study are test methods and questionnaire methods. The results of this study through stages (1) design is an electronic media in the form of contextual-based learning video media with an assessment from design experts giving results of 90%, (2) the validity of contextual-based learning video media is obtained after obtaining assessments from experts and product trial assessments, based on the results of the study obtained (a) the results of the assessment of material content experts amounted to (93.18%); (b) the results of the assessment of instructional design experts amounted to (97.22%); (c) the results of the assessment of learning media experts amounted to (91.66%); (d) the results of individual test assessments amounted to (94.44%); (e) the results of the small group test assessment were (95.36%), based on the results of the assessment, contextual-based learning video media were in the valid category for use, (3) the effectiveness of contextual-based learning video media based on the results of calculations using a one-sample t-test. It can be seen that the calculated  $t_{\text{value}}$  is 6.341 and the  $t_{\text{table}}$  with a significance level of 5% with  $dk = (n-1) = 32-1 = 31$  is 2.040. These results indicate that calculated  $t_{\text{value}} = 6.341 > t_{\text{table}} = 2.040$ , so  $H_0$  is rejected and  $H_1$  is accepted, which states that the average post-test of students is more than the KKTP value. The average post-test was 90.75, while the KKTP was 86, this means that contextual-based learning video media for mathematics lessons on the material of cube and cuboid space shapes is effective for use in grade IV students at SD Negeri 25 Pemecutan.*

**Keywords:** Media, Learning Videos, Contextual, Cube and cuboid spatial structure material