

PENGEMBANGAN E-MODUL INTERAKTIF BERBASIS *CONTEXTUAL TEACHING AND LEARNING* PADA MUATAN IPAS SISWA KELAS II SD NO 1 SERONGGA GIANYAR TAHUN AJARAN 2024/2025

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan, menguji kelayakan, dan menganalisis efektivitas media pembelajaran berupa e-modul interaktif berbasis Contextual Teaching and Learning (CTL) pada muatan Ilmu Pengetahuan Alam dan Sosial (IPAS) materi bentuk dan wujud benda bagi siswa kelas II sekolah dasar. Penelitian ini dilatarbelakangi oleh keterbatasan penggunaan bahan ajar digital yang interaktif serta rendahnya minat dan pemahaman konsep siswa dalam pembelajaran IPAS. Oleh karena itu, diperlukan inovasi media pembelajaran yang mampu mengaitkan materi dengan konteks kehidupan nyata siswa secara bermakna. Metode penelitian yang digunakan adalah research and development (R&D) dengan model pengembangan ADDIE, yang meliputi tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian terdiri atas siswa kelas II sekolah dasar. Teknik pengumpulan data meliputi angket dan tes hasil belajar. Kelayakan produk dievaluasi melalui uji ahli rancang bangun, ahli isi materi, ahli desain pembelajaran, dan ahli media, serta uji coba perorangan dan kelompok kecil. Data dianalisis menggunakan teknik deskriptif kuantitatif dan statistik inferensial dengan uji-t. Hasil penelitian menunjukkan bahwa e-modul interaktif berbasis CTL memenuhi kriteria sangat layak digunakan sebagai media pembelajaran IPAS. Selain itu, hasil uji efektivitas menunjukkan adanya peningkatan signifikan hasil belajar siswa setelah penggunaan e-modul dibandingkan sebelum penggunaan. Penerapan e-modul interaktif berbasis CTL juga mampu meningkatkan keterlibatan aktif, minat belajar, serta pemahaman konsep siswa melalui pembelajaran yang kontekstual dan bermakna. Dengan demikian, e-modul interaktif berbasis CTL efektif digunakan sebagai alternatif media pembelajaran IPAS di sekolah dasar.

Kata-kata Kunci: e-modul interaktif, *contextual teaching and learning*, media pembelajaran, IPAS, sekolah dasar.

**DEVELOPMENT OF INTERACTIVE E-MODULES BASED ON
CONTEXTUAL TEACHING AND LEARNING IN SCIENCE CONTENT FOR
GRADE II STUDENTS OF ELEMENTARY SCHOOL NO. 1 SERONGGA
GIANYAR IN THE 2024/2025 ACADEMIC YEAR**

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ABSTRACT

This study aims to develop, test the feasibility, and analyze the effectiveness of learning media in the form of interactive e-modules based on Contextual Teaching and Learning (CTL) in the Natural and Social Sciences (IPAS) content on the material of shapes and forms of objects for second-grade elementary school students. This research is motivated by the limited use of interactive digital teaching materials and the low interest and understanding of student concepts in IPAS learning. Therefore, innovative learning media are needed that can link the material to the real-life context of students in a meaningful way. The research method used is research and development (R&D) with the ADDIE development model, which includes the stages of analysis, design, development, implementation, and evaluation. The research subjects consisted of second-grade elementary school students. Data collection techniques include questionnaires and learning outcome tests. Product feasibility was evaluated through tests by design experts, content experts, learning design experts, and media experts, as well as individual and small group trials. Data were analyzed using quantitative descriptive techniques and inferential statistics with t-tests. The results showed that the CTL-based interactive e-modules met the criteria for being very suitable for use as IPAS learning media. Furthermore, the effectiveness test results showed a significant improvement in student learning outcomes after using the e-module compared to before. The implementation of the CTL-based interactive e-module also increased student engagement, learning interest, and conceptual understanding through contextual and meaningful learning. Therefore, the CTL-based interactive e-module is effective as an alternative medium for science learning in elementary schools.

Keywords: interactive e-modules, contextual teaching and learning, learning media, science, elementary school.