

**PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS  
*PROBLEM BASED LEARNING* UNTUK MENINGKATKAN  
HASIL BELAJAR IPAS SISWA KELAS VI SD**

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**ABSTRAK**

Penelitian pengembangan ini dilaksanakan untuk mengatasi permasalahan rendahnya hasil belajar siswa kelas VI yang disebabkan oleh minimnya pemanfaatan media pembelajaran yang inovatif dan interaktif. Penelitian ini bertujuan untuk: (1.) mendeskripsikan rancang video; (2) mengetahui validitas; (3) mengetahui kepraktisan; (4) mengetahui epektifitas. Penelitian ini termasuk dalam jenis penelitian dan pengembangan (R&D) berdesain *One Group Pretest-Posttest*, serta menggunakan model pengembangan 4D. Subjek penelitian ini adalah video pembelajaran, dengan subjek uji coba sebanyak 35 siswa kelas VI. Objek penelitian ini meliputi validitas, kepraktisan, dan efektivitas video pembelajaran. Pengumpulan data dilakukan melalui metode observasi, wawancara, dan kuesioner. Analisis data menggunakan analisis deskriptif kualitatif dan kuantitatif. Hasil yang diperoleh yaitu (1) penelitian ini berhasil menciptakan video pembelajaran berbasis *problem based learning* pada materi pengaruh aktivitas manusia terhadap lingkungan; (2) validitas uji materi memperoleh skor rata-rata sebesar 4,6 dengan kategori sangat baik, dan hasil uji validitas media memperoleh skor rata-rata sebesar 4,8 dengan kategori sangat baik; (3) skor rata-rata praktisi guru sebesar 4,70 dan dari praktisi siswa sebesar 4,67 dengan kualifikasi sangat baik; serta (4) uji efektivitas menunjukkan nilai signifikansi (2-tailed)  $< 0,05$ , maka  $H_1$  diterima dan  $H_0$  ditolak. Artinya video pembelajaran berbasis *problem based learning* efektif untuk meningkatkan hasil belajar siswa. Berdasarkan hasil tersebut, disimpulkan bahwa video pembelajaran yang dikembangkan layak digunakan sebagai media pembelajaran yang lebih menarik, interaktif, dan mampu meningkatkan hasil belajar siswa.

**Kata kunci:** Video Pembelajaran, *Problem Based Learning*, Model Pengembangan 4D, Efektivitas, Hasil Belajar.

**DEVELOPMENT OF A PROBLEM-BASED LEARNING  
VIDEO TO IMPROVE SCIENCE (IPAS) LEARNING  
OUTCOMES OF SIXTH-GRADE ELEMENTARY SCHOOL  
STUDENTS**

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**ABSTRACT**

*This development research was conducted to address the problem of low learning outcomes among sixth-grade students, which was caused by the limited use of innovative and interactive instructional media. The objectives of this study were to: (1) describe the design of the instructional video; (2) determine its validity; (3) examine its practicality; and (4) evaluate its effectiveness. This study employed a Research and Development (R&D) approach using a One Group Pretest-Posttest design and the 4D development model. The subject of this research was the instructional video, with 35 sixth-grade students involved in the field trial. The objects of the study included the validity, practicality, and effectiveness of the instructional video. Data were collected through observation, interviews, and questionnaires. The data were analyzed using descriptive qualitative and quantitative analysis techniques. The results showed that: (1) the study successfully developed a problem-based learning instructional video on the topic of the impact of human activities on the environment; (2) the material expert validation obtained an average score of 4.6 (very good category), and the media expert validation obtained an average score of 4.8 (very good category); (3) the average practicality score from the teacher practitioner was 4.70 and from students was 4.67 (both in the very good category); and (4) the effectiveness test indicated a significance value (2-tailed)  $< 0.05$ , meaning that  $H_1$  was accepted and  $H_0$  was rejected. This indicates that the problem-based learning instructional video is effective in improving students' learning outcomes. Based on these findings, it can be concluded that the developed instructional video is appropriate for use as a more engaging and interactive learning medium capable of improving students' learning outcomes.*

**Keywords:** *Instructional Video, Problem-Based Learning, 4D Development Model, Effectiveness, Learning Outcomes.*