

ABSTRAK

PENGEMBANGAN *BOARD GAME* MONOPOLI BERBASIS *TEAMS GAMES TOURNAMENT* PADA MUATAN IPAS MATERI RANTAI MAKANAN KELAS V SD N 3 SEMARAPURA KLOD

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ABSTRAK

Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media *Board Game* Monopoli berbasis *Teams Games Tournament* materi pada muatan IPAS materi rantai makanan kelas V SD N 3 Semarang Klod, (2) mengetahui validitas media *Board Game* Monopoli berbasis *Teams Games Tournament* materi pada muatan IPAS materi rantai makanan kelas V SD N 3 Semarang Klod, dan (3) mengetahui efektivitas dari media *Board Game* Monopoli berbasis *Teams Games Tournament* materi pada muatan IPAS materi rantai makanan kelas V SD N 3 Semarang Klod. Penelitian ini menggunakan model pengembangan ADDIE. Metode pengumpulan data dilaksanakan melalui metode angket/kuesioner dan metode tes. Hasil analisis data pada penelitian ini, yaitu (1) rancang bangun media *Board Game* Monopoli berdasarkan hasil penilaian dari ahli rancang bangun sebesar 95,00% dengan kualifikasi sangat baik, (2) media *Board Game* Monopoli dinyatakan layak berdasarkan hasil penilaian dari ahli isi/materi pembelajaran sebesar 95,45% dengan kualifikasi sangat baik, hasil penilaian dari ahli desain instruksional sebesar 96,25% dengan kualifikasi sangat baik, hasil penilaian dari ahli media pembelajaran sebesar 95,58% dengan kualifikasi sangat baik, hasil penilaian uji coba perorangan sebesar 95,83% dengan kualifikasi sangat baik, hasil penilaian uji coba kelompok kecil sebesar 96,11% dengan kualifikasi sangat baik, (3) efektivitas media *Board Game* Monopoli berdasarkan uji-t sample dependent diperoleh nilai $t_{hitung} = 33,60$ sedangkan nilai t_{tabel} dengan $dk = n-1 = 21-1 = 20$ pada taraf signifikansi 5% diperoleh sebesar 2,08. Hasil tersebut menunjukkan $t_{hitung} 33,60 > t_{tabel} 2,08$ sehingga H_0 ditolak dan H_1 diterima. Jadi, dapat disimpulkan bahwa media *Board Game* Monopoli berbasis *Teams Games Tournament* efektif untuk diterapkan pada materi rantai makanan muatan IPAS kelas V SD N 3 Semarang Klod.

Kata Kunci: ADDIE, IPAS, *Teams Games Tournament*, Permainan Monopoli, Rantai Makanan

**DEVELOPMENT OF A MONOPOLY BOARD GAME BASED ON TEAMS
GAMES TOURNAMENT IN THE FOOD CHAIN SCIENCE CONTENT OF
GRADE V SD N 3 SEMARAPURA KLOD**

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ABSTRACT

This study aims to (1) describe the design of Monopoly Board Game media based on Teams Games Tournament material on the content of the food chain science subject of grade V SD N 3 Semarang Klod, (2) determine the validity of Monopoly Board Game media based on Teams Games Tournament material on the content of the food chain science subject of grade V SD N 3 Semarang Klod, and (3) determine the effectiveness of Monopoly Board Game media based on Teams Games Tournament material on the content of the food chain science subject of grade V SD N 3 Semarang Klod. This study uses the ADDIE development model. The data collection method is carried out through the questionnaire method and the test method. The results of data analysis in this study, namely (1) the design of the Monopoly Board Game media based on the assessment results from design experts was 95.00% with very good qualifications, (2) the Monopoly Board Game media was declared feasible based on the assessment results from content/learning material experts of 95.45% with very good qualifications, the assessment results from instructional design experts were 96.25% with very good qualifications, the assessment results from learning media experts were 95.58% with very good qualifications, the results of individual trial assessments were 95.83% with very good qualifications, the results of small group trial assessments were 96.11% with very good qualifications, (3) the effectiveness of the Monopoly Board Game media based on the dependent sample t-test obtained a t-value of 33.60 while the t-table value with $dk = n-1$ $21-1 = 20$ at a significance level of 5% was 2.08. These results indicate that $t\text{-count } 33.60 > t\text{-table } 2.08$ so that H_0 is rejected and H_1 is accepted. So, it can be concluded that the Monopoly Board Game media based on Teams Games Tournament is effective to be applied to the food chain material of the Science content of class V SD N 3 Semarang Klod.

Keyword: *ADDIE, Food Chain, IPAS, Monopoly Game, Teams Games Tournament*