

**PENGEMBANGAN MEDIA PETA INTERAKTIF BERBASIS MODEL  
KARYA WISATA PADA MUATAN IPAS MATERI PERSEBARAN  
FLORA FAUNA DI INDONESIA KELAS V SDN 3 KAPAL**

**Oleh**

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**ABSTRAK**

Rendahnya hasil belajar IPAS siswa dipengaruhi oleh penggunaan media pembelajaran yang masih terbatas dan kurang interaktif, sehingga siswa mengalami kesulitan dalam memahami materi persebaran flora dan fauna di Indonesia secara lebih mendalam dan komprehensif. Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun media peta interaktif berbasis model karya wisata, (2) mengetahui kelayakan media peta interaktif berbasis model karya wisata, dan (3) mengetahui efektivitas media peta interaktif berbasis model karya wisata pada materi persebaran flora dan fauna di Indonesia bagi siswa kelas V SD. Penelitian ini merupakan penelitian pengembangan dengan model 4-D yang meliputi tahap mendefinisikan, merancang, mengembangkan, dan menyebarluaskan. Metode pengumpulan data dilakukan melalui angket/kuesioner dan tes. Hasil analisis data menunjukkan bahwa rancang bangun media berada pada kategori sangat baik dengan persentase sebesar 95%. Kualitas media dinyatakan sangat layak berdasarkan hasil validasi para ahli, yaitu ahli isi sebesar 95,83%, ahli desain instruksional sebesar 95%, dan ahli media pembelajaran sebesar 95%. Selain itu, hasil uji coba perorangan memperoleh persentase sebesar 96,11% dan uji coba kelompok kecil sebesar 97,40%, yang keduanya termasuk dalam kualifikasi sangat baik. Hasil uji efektivitas menunjukkan hasil yang signifikan berdasarkan uji-t ( $t_{hitung} = 77,77 > t_{tabel} = 2,05$ ), sehingga  $H_0$  ditolak dan  $H_1$  diterima. Dengan demikian, dapat disimpulkan bahwa terdapat perbedaan yang signifikan antara hasil belajar sebelum dan sesudah penggunaan media peta interaktif berbasis model karya wisata. Hal ini menunjukkan bahwa media peta interaktif yang dikembangkan layak dan efektif diterapkan pada materi persebaran flora dan fauna di Indonesia dalam mata pelajaran IPAS siswa kelas V SDN 3 Kapal.

**Kata Kunci:** Pengembangan 4D, Peta Interaktif, Karya Wisata, Flora Fauna, IPAS

**INTERACTIVE MAP MEDIA BASED ON FIELD TRIP MODELS  
MATERIAL ON THE DISTRIBUTION OF FLORA AND FAUNA IN  
INDONESIA FIFTH GRADE ELEMENTARY SCHOOL**

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**ABSTRACT**

*The low learning outcomes of IPAS students are influenced by the use of learning media that is still limited and less interactive, causing students to have difficulty understanding the material on the distribution of flora and fauna in Indonesia in a deeper and more comprehensive manner. This study aims to (1) describe the design of interactive map media based on the field trip learning model, (2) determine the feasibility of the interactive map media based on the field trip learning model, and (3) examine the effectiveness of the interactive map media based on the field trip learning model on the distribution of flora and fauna in Indonesia for fifth-grade elementary school students. This research is a development study using the 4-D model, which consists of the stages of define, design, develop, and disseminate. Data collection methods were carried out using questionnaires and tests. The results of data analysis show that the media design is categorized as very good with a percentage of 95%. The quality of the media is considered highly feasible based on expert validation results, including content experts at 95.83%, instructional design experts at 95%, and learning media experts at 95%. In addition, the results of individual trials obtained a percentage of 96.11%, and small group trials reached 97.40%, both of which fall into the very good qualification. The effectiveness test results show a significant outcome based on the t-test ( $t_{count} = 77.77 > t_{table} = 2.05$ ), indicating that  $H_0$  is rejected and  $H_1$  is accepted. Thus, it can be concluded that there is a significant difference between learning outcomes before and after the use of interactive map media based on the field trip learning model. This indicates that the developed interactive map media is feasible and effective for use in teaching the distribution of flora and fauna in Indonesia in the IPAS subject for fifth-grade students at SDN 3 Kapal.*

**Keywords:** 4D Development, Interactive Maps, Tourism, Flora and Fauna, IPAS