

**PENGEMBANGAN MEDIA *WEBSITE* INTERAKTIF DENGAN  
*SCRABBLE GAMES* PADA MATERI KALIMAT MAJEMUK UNTUK  
MENINGKATKAN LITERASI SISWA KELAS IV SDN 3 DALUNG**

Oleh

**Ni Komang Intan Andirayanthi, NIM 2211031641**

**Program Studi Pendidikan Guru Sekolah Dasar**

**Jurusan Pendidikan Dasar**

**ABSTRAK**

Penelitian ini diawali dengan adanya permasalahan dalam pembelajaran Bahasa Indonesia di kelas IV, khususnya pada materi kalimat majemuk, di mana kemampuan literasi siswa masih tergolong rendah dengan nilai rata-rata hanya mencapai 61,8 dan berada pada kategori kurang berdasarkan PAP skala 5. Rendahnya kemampuan tersebut disebabkan oleh kurangnya variasi media pembelajaran yang digunakan guru, yang cenderung masih berfokus pada buku teks sehingga pembelajaran menjadi monoton dan kurang menarik perhatian siswa. Selain itu, kurangnya keterlibatan aktif siswa dalam proses pembelajaran juga menyebabkan mereka kesulitan memahami materi dan menyusun kalimat majemuk dengan baik. Penelitian ini bertujuan untuk mengetahui (1) hasil rancang bangun website interaktif dengan *Scrabble Games*, (2) kelayakan media ditinjau dari aspek isi, desain, media, uji kepraktisan guru, serta uji coba perorangan dan kelompok kecil, dan (3) efektivitas media dalam meningkatkan literasi siswa. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model ADDIE, subjek yang terlibat adalah 29 siswa kelas IV SDN 3 Dalung. Hasil penelitian menunjukkan bahwa: (1) rancang bangun media website interaktif dengan *Scrabble Games* dikembangkan berdasarkan *flowchart* dan *storyboard* sesuai tahapan model ADDIE; (2) media dinyatakan sangat valid dengan hasil penilaian ahli isi sebesar 95%, ahli desain instruksional sebesar 90,6%, ahli media sebesar 90%, uji kepraktisan guru sebesar 98,75%, serta uji coba perorangan dan kelompok kecil masing-masing sebesar 92,69% dan 82,65% dengan kualifikasi layak; (3) hasil analisis menggunakan uji t berpasangan menunjukkan nilai t-hitung lebih besar dari t-tabel, sehingga  $H_0$  ditolak dan  $H_1$  diterima. Hasil ini menunjukkan bahwa terdapat perbedaan yang signifikan antara kemampuan literasi siswa sebelum dan sesudah penggunaan website interaktif dengan *Scrabble Games*. Dapat disimpulkan bahwa media website interaktif dengan *Scrabble Games* efektif digunakan dalam pembelajaran Bahasa Indonesia khususnya pada materi kalimat majemuk.

Kata Kunci: Website interaktif, permainan *scrabble*, bahasa Indonesia, kalimat majemuk, literasi



***DEVELOPMENT OF AN INTERACTIVE WEBSITE MEDIA WITH  
SCRABBLE GAMES ON COMPOUND SENTENCE MATERIAL TO  
IMPROVE STUDENTS' LITERACY IN GRADE IV AT SDN 3 DALUNG***

***By***

***Ni Komang Intan Andirayanthi, ID 2211031641***

***Primary School Teacher Education Study Program***

***Department Of Basic Education***

***ABSTRACT***

*This research began with problems in learning Indonesian in grade IV, especially in compound sentence material, where students' literacy skills are still relatively low with an average score of only 61.8 and are in the poor category based on PAP scale 5. This low ability is caused by the lack of variety of learning media used by teachers, who tend to still focus on textbooks so that learning becomes monotonous and less attractive to students. In addition, the lack of active involvement of students in the learning process also causes them to have difficulty understanding the material and composing compound sentences properly. This study aims to find out (1) the results of the design and construction of interactive websites with Scrabble Games, (2) the feasibility of media reviewed from the aspects of content, design, media, teacher practicality tests, as well as individual and small group trials, and (3) the effectiveness of media in improving student literacy. This research is a development research that refers to the ADDIE model, the subjects involved are 29 grade IV students of SDN 3 Dalung. The results of the study show that: (1) the design of interactive website media with Scrabble Games is developed based on flowcharts and storyboards according to the stages of the ADDIE model; (2) the media was declared very valid with the results of the assessment of content experts of 95%, instructional design experts of 90.6%, media experts of 90%, teacher practicality tests of 98.75%, and individual and small group trials of 92.69% and 82.65% respectively with suitable qualifications; (3) the results of the analysis using paired t-test showed that the value of t-count was greater than the t-table, so that  $H_0$  was rejected and  $H_1$  was accepted. These results show that there is a significant difference between students' literacy skills before and after the use of interactive websites with Scrabble Games. It can be concluded that interactive website media with Scrabble Games is effectively used in learning Indonesian, especially in compound sentence material.*

*Keywords: Interactive website, scrabble game, Indonesian language, compound sentences, literacy*