

**PENGEMBANGAN MEDIA BONEKA TANGAN BERBASIS ANIMASI
KARTUN UNTUK MENINGKATKAN KETERAMPILAN BERBICARA
SISWA KELAS III SD NO 6 KAPAL**

OLEH

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ABSTRAK

Penelitian ini diawali dengan masalah yang dihadapi dalam pembelajaran Bahasa Indonesia di kelas III, nilai rata-rata keterampilan berbicara siswa yang masih rendah, hanya mencapai 63,5. Berdasarkan PAP Skala 5, termasuk pada kategori kurang. Kurangnya media pembelajaran konkret yang digunakan oleh guru dan latihan berbicara di depan kelas yang belum maksimal membuat siswa sulit untuk mengemukakan pendapat. Penelitian ini bertujuan untuk mengetahui (1) hasil rancang bangun media boneka tangan berbasis animasi kartun (2) kelayakan media ditinjau dari isi, desain, media, uji kepraktisan guru, uji coba perorangan dan kelompok kecil, (3) efektivitas media melalui metode non tes berupa penilaian observasi keterampilan berbicara. Penelitian ini merupakan penelitian pengembangan yang mengacu pada model ADDIE. Hasil penelitian menunjukkan bahwa: (1) hasil rancang bangun media konkret yang dikembangkan berdasarkan flowchart dan storyboard sesuai alur model ADDIE ;(2) media boneka tangan berbasis animasi kartun ini dinyatakan valid berdasarkan hasil penilaian ahli isi sebesar 95%, penilaian ahli desain instruksional sebesar 95%, penilaian ahli media sebesar 95%, penilaian uji kepraktisan guru sebesar 95%, penilaian uji coba perorangan dan kelompok kecil masing-masing 92% dan 93% dengan kualifikasi sangat layak ;(3) hasil analisis menggunakan uji t berpasangan menunjukkan nilai $t\text{-hitung} = 19,842 > t\text{-tabel} = 2,052$, sehingga H_0 ditolak dan H_1 diterima. Hasil menunjukkan bahwa terdapat perbedaan yang signifikan antara keterampilan berbicara siswa sebelum dan sesudah penggunaan media boneka tangan berbasis animasi kartun. Sehingga media boneka tangan berbasis animasi kartun dinyatakan efektif dalam meningkatkan keterampilan berbicara siswa kelas III SD No 6 Kapal.

Kata Kunci: media konkret, boneka tangan, bahasa Indonesia, keterampilan berbicara, animasi kartun.

**DEVELOPMENT OF HAND PUPPET MEDIA BASED ON CARTOON
ANIMATION TO IMPROVE THE SPEAKING SKILLS OF GRADE III
STUDENTS OF SD NO 6 KAPAL**

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ABSTRACT

This research was initiated by a problem encountered in Indonesian language learning in Grade III, where students' average speaking skills score remained low, only reaching an average of 63.5. Based on the PAP 5 point scale, this falls into the "poor" category. Insufficient concrete learning media provided by teachers and suboptimal speaking practice in front of the class made it difficult for students to express their opinions. This research aims to determine (1) the results of developing hand puppet media based on cartoon animation, (2) the media's validity in terms of content, design, media quality, teacher practicality test, individual trial, and small group trial, (3) the media's effectiveness through non-test methods in the form of observational assessment of speaking skills. This research is a development study referring to the ADDIE model. The research results show that: (1) the design and development of concrete media developed based on flowcharts, storyboards, and flow diagrams according to the ADDIE model workflow; (2) this cartoon animation-based hand puppet media is declared valid based on content expert assessment of 95%, instructional design expert assessment of 95%, learning media expert assessment of 95%, teacher practicality test assessment of 95%, individual trial and small group trial assessments of 92% and 93% respectively, with "very worthy" qualifications; (3) analysis results using paired t-test show a t-calculated value of 19.842 > t-table value of 2.052, thus rejecting H₀ and accepting H₁. Therefore, cartoon animation-based hand puppet media is effective for improving Grade III elementary school students' speaking skills. So that the hand puppet media based on cartoon animation is declared effective in improving the speaking skills of grade III students at SD No. 6 Kapal.

Keywords: *concrete media, hand puppet, indonesian language, speaking skills, cartoon animation.*