

**PENGEMBANGAN PANDUAN AKTIVITAS *STEM* MENANGKAP
HEWAN KESUKAAN UNTUK MENINGKATKAN LITERASI SAINS
SISWA KELAS III SD**

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ABSTRAK

Pembelajaran IPA dengan materi hewan vertebrata dan invertebrata sifat abstrak sulit dipahami oleh siswa dan guru kesulitan mengajarkan materi ini. Kurangnya aktivitas belajar yang bervariasi menyebabkan peserta didik kurang aktif dan kurang dalam mengembangkan keterampilan literasi sains mereka. Studi ini guna mengembangkan panduan aktivitas pembelajaran dengan integrasi *STEM* (*Science, Technology, Engineering, and Mathematics*) sebagai upaya meningkatkan literasi sains peserta didik kelas III SD. Penelitian menggunakan metode *Research and Development* (R&D) mengacu pada model pengembangan ADDIE, yang pelaksanaannya dibatasi sampai pada tahap pengembangan (*development*). Subjek penelitian melibatkan ahli isi pembelajaran, ahli desain pembelajaran, guru, dan peserta didik kelas III. Pengumpulan data dilakukan melalui checklist desain bersama dosen pembimbing I dan guru, lembar validasi ahli, dan kuesioner respon pengguna. Hasil studi memperlihatkan rancangan desain produk pengembangan berada pada kategori sangat tinggi, validitas isi panduan aktivitas tergolong sangat tinggi dengan skor masing-masing 1,00 dari ahli isi dan ahli desain, serta kepraktisan penggunaan produk dinilai sangat praktis oleh guru persentase 97% dan siswa 98%. Temuan ini menunjukkan bahwa panduan penerapan pendekatan *STEM* Menangkap Hewan Kesukaan layak digunakan sebagai pendukung pembelajaran IPA untuk meningkatkan pemahaman kepada peserta didik pada materi hewan vertebrata dan invertebrata, serta meningkatkan pembelajaran yang bervariasi.

Kata Kunci: pengembangan, *STEM*, literasi sains, sekolah dasar, aktivitas belajar

***DEVELOPMENT OF STEM ACTIVITY GUIDE CATCH FAVORITE
ANIMALS TO IMPROVE SCIENCE LITERACY OF GRADE III
ELEMENTARY SCHOOL STUDENTS***

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ABSTRACT

Learning science with vertebrate and invertebrate animal material of abstract nature is difficult for students and teachers to have difficulty teaching this material. The lack of varied learning activities causes students to be less active and less in developing their science literacy skills. This study is to carry out the development of learning activity guidelines for integration with STEM (Science, Technology, Engineering, and Mathematics) to improve the science literacy of grade III elementary school students. The study using the Research and Development method of the ADDIE development model, which was carried out until the development stage. The research subjects involved learning content experts, learning design experts, teachers, and grade III students. Data collection was carried out through a design checklist with supervisor I and teachers, expert validation sheets, and user response questionnaires. The results of the study show that the design design of the development product is in the very high category, the validity of the content of the activity guide is classified as very high with a score of 1.00 each from the content expert and the design expert, and the practicality of using the product is considered very practical by the teacher percentage of 97% and the student 98%. These findings show that the guidelines for the implementation of the STEM approach of Catching Favorite Animals are suitable to be used as a support for science learning to increase students' understanding of vertebrate and invertebrate animal materials, as well as improve varied learning.

Keywords: development, STEM, science literacy, elementary school, learning activities