PENGEMBANGAN MEDIA PEMBELAJARAN *E-COMIC* BERBASIS PPI PADA MATA PELAJARAN IPAS KELAS IV PADA TOPIK IKLIM DAN PERUBAHANNYA UNTUK MENINGKATKAN LITERASI LINGKUNGAN SISWA SD

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan komik digital berbasis PPI pada materi iklim dan perubahannya yang valid, praktis, dan efektif dalam meningkatkan literasi lingkungan siswa kelas IV SD Negeri 3 Sidetapa. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan ADDIE. Kelayakan media dievaluasi melalui uji validitas ahli materi dan media, kepraktisan diuji melalui respon guru dan siswa (uji perorangan serta kelompok kecil), sementara efektivitas dianalisis menggunakan uji-t. Hasil penelitian menunjukkan bahwa validitas ahli materi memperoleh mean 3,7 dan validitas ahli media memperoleh mean 3,85 dengan kualifikasi sangat valid. Uji kepraktisan pada seluruh tahapan menunjukkan kategori sangat praktis untuk digunakan dalam pembelajaran. Hasil analisis efektivitas melalui uji-t menunjukkan nilai signifikansi 0,000 (< 0,05) yang menandakan adanya peningkatan signifikan terhadap literasi lingkungan siswa setelah penggunaan komik digital. Berdasarkan temuan tersebut, komik digital dinyatakan layak, praktis, dan efektif untuk meningkatkan literasi lingkungan siswa pada materi iklim dan perubahannya di sekolah dasar.

Kata kunci: komik digital, PPI, literasi lingkungan, IPAS, model ADDIE.

THE DEVELOPMENT OF E-COMIC LEARNING MEDIA BASED ON CLIMATE CHANGE EDUCATION IN SCIENCE SUBJECTS IN GRADE FOUR ON THE TOPIC OF CLIMATE AND ITS CHANGES TO IMPROVE ENVIRONMENTAL LITERACY OF ELEMENTARY SCHOOL STUDENTS

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ABSTRACT

This study aims to develop a digital comic based on climate change education on the material of climate and its changes that is valid, practical, and effective in improving the environmental literacy of fourth-grade students at SD Negeri 3 Sidetapa. The research method used is Research and Development (R&D) with the ADDIE development model. The feasibility of the media was evaluated through the validity test of material and media experts, practicality was tested through teacher and student responses (individual and small group tests), while effectiveness was analyzed using a t-test. The results showed that the validity of the material experts obtained a mean of 3.7 and the validity of the media experts obtained a mean of 3.85 with a very valid qualification. The practicality test at all stages showed a very practical category for use in learning. The results of the effectiveness analysis through the t-test showed a significance value of 0.000 (<0.05) which indicated a significant increase in students' environmental literacy after the use of digital comics. Based on these findings, digital comics were found to be feasible, practical, and effective for improving students' environmental literacy in the topic of climate change in elementary schools.

Keywords: *digital comics, climate change education, environmental literacy, science, ADDIE model.*