

**PENGEMBANGAN VIDEO PEMBELAJARAN INTERAKTIF
BERPENDEKATAN KONTEKSTUAL PADA MATA PELAJARAN
PENDIDIKAN PANCASILA UNTUK SISWA KELAS IV DI SEKOLAH
DASAR NEGERI 3 BALUK**

Oleh

Ni Kade Ayu Pebriyani, NIM.2211021003

Program Studi Teknologi Pendidikan

ABSTRAK

Kurangnya kepatuhan terhadap tata tertib di kalangan peserta didik kelas IV SD Negeri 3 Baluk dalam pembelajaran Pendidikan Pancasila melatarbelakangi penelitian ini. Permasalahan tersebut dipicu oleh terbatasnya penggunaan media pembelajaran yang kontekstual dan inovatif. Penelitian ini bertujuan untuk (1) mendeskripsikan rancang bangun video pembelajaran interaktif berpendekatan kontekstual, (2) menguji validitas media, (3) menguji kepraktisan media, dan (4) menguji efektivitas media dalam meningkatkan kedisiplinan siswa. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan model ADDIE yang meliputi tahap analisis, desain, pengembangan, implementasi, dan evaluasi. Subjek penelitian terdiri atas dua ahli materi, satu ahli desain pembelajaran, satu ahli media pembelajaran, serta siswa kelas IV SD Negeri 3 Baluk. Data dikumpulkan melalui observasi, wawancara, angket, dan tes, kemudian dianalisis menggunakan teknik deskriptif serta uji paired sample t-test. Hasil penelitian menunjukkan bahwa video pembelajaran interaktif memiliki tingkat validitas sangat tinggi, yaitu 98% dari ahli materi, 100% dari ahli desain pembelajaran, dan 100% dari ahli media pembelajaran. Tingkat kepraktisan mencapai 100% pada uji perorangan dan 97,1% pada uji kelompok kecil. Media juga terbukti efektif meningkatkan kedisiplinan 12 siswa, ditunjukkan oleh peningkatan rata-rata nilai dari 62,92 pada pretest menjadi 86,83 pada posttest. Hasil uji paired sample t-test memperoleh nilai signifikansi 0,000 ($< 0,05$), sehingga disimpulkan bahwa video pembelajaran interaktif berpendekatan kontekstual memenuhi kriteria valid, praktis, dan efektif untuk mendukung pembelajaran Pendidikan Pancasila serta meningkatkan kedisiplinan siswa sekolah dasar.

Kata kunci: Video Pembelajaran Interaktif, Pendekatan Kontekstual, Pendidikan Pancasila, Kedisiplinan, Model ADDIE.

**DEVELOPMENT OF A CONTEXTUAL APPROACH-BASED
INTERACTIVE LEARNING VIDEO IN PANCASILA EDUCATION FOR
FOURTH-GRADE STUDENTS AT SD NEGERI 3 BALUK**

By

Ni Kade Ayu Pebriyani, Student ID 2211021003

Educational Technology Study Program

ABSTRACT

The lack of compliance with school rules among fourth-grade students at SD Negeri 3 Baluk in Pancasila Education learning motivated this study. This problem was caused by the limited use of contextual and innovative learning media. This study aimed to (1) describe the development of a contextual approach-based interactive learning video, (2) examine its validity, (3) evaluate its practicality, and (4) determine its effectiveness in improving students' discipline. This study employed a Research and Development (R&D) method using the ADDIE model, which consists of the Analysis, Design, Development, Implementation, and Evaluation stages. The research subjects included two subject matter experts, one instructional design expert, one learning media expert, and fourth-grade students of SD Negeri 3 Baluk. Data were collected through observation, interviews, questionnaires, and tests, and were analyzed using descriptive analysis and a paired sample t-test. The results showed that the interactive learning video achieved a very high level of validity, with scores of 98% from the subject matter experts, 100% from the instructional design expert, and 100% from the learning media expert. The practicality level reached 100% in the individual trial and 97.1% in the small-group trial. The media also proved effective in improving the discipline of 12 students, as indicated by the increase in the mean score from 62.92 on the pretest to 86.83 on the posttest. The paired sample t-test yielded a significance value of 0.000 ($p < 0.05$), indicating a significant difference before and after the intervention. Therefore, the contextual approach-based interactive learning video was found to be valid, practical, and effective for supporting Pancasila Education learning and improving elementary school students' discipline.

Keywords: *Interactive Learning Video, Contextual Approach, Pancasila Education, Discipline, ADDIE Model.*