

**PENGEMBANGAN MEDIA HERBARIUM BERBASIS *QR* PADA MATA
PELAJARAN IPAS UNTUK MENINGKATKAN HASIL BELAJAR SISWA
KELAS IV SEKOLAH DASAR**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh permasalahan rendahnya hasil belajar siswa kelas IV pada mata pelajaran IPAS materi tumbuhan sumber kehidupan di bumi, yang disebabkan oleh menurunnya konsentrasi siswa dan penggunaan media pembelajaran yang cenderung monoton. Untuk mengatasi masalah tersebut, penelitian ini bertujuan mengembangkan serta menguji kevalidan, kepraktisan, dan keefektifan media herbarium berbasis *QR*. Penelitian dan pengembangan (*Research and Development*) ini menerapkan model *ADDIE* (*Analysis, Design, Development, Implementation, Evaluation*) dengan melibatkan subjek uji coba yang terdiri dari ahli materi, ahli media, praktisi guru, dan siswa kelas IV di SDN 1 Kampung Anyar. Data penelitian dikumpulkan melalui wawancara, instrumen kuesioner dan tes objektif, kemudian dianalisis menggunakan indeks *V Aiken* untuk uji kevalidan, analisis persentase untuk uji kepraktisan, serta *Paired Sample t-test* dan *N-Gain Score* untuk uji keefektifan. Hasil rancang bangun menghasilkan media pembelajaran herbarium yang terintegrasi dengan video animasi edukatif sebagai sumber materi melalui pemindaian *QR Code*. Hasil pengujian menunjukkan bahwa media ini valid dengan perolehan nilai *V Aiken* antara 0,75 hingga 1,00, serta berkualifikasi sangat praktis berdasarkan persentase respon guru (95%) dan siswa (96%). Lebih lanjut, uji efektivitas membuktikan adanya peningkatan rata-rata hasil belajar yang signifikan dari 54,20 menjadi 89,15 (nilai Sig. 0,000 < 0,05) dengan perolehan *N-Gain Score* sebesar 77% yang berada pada kategori efektif. Dengan demikian, dapat disimpulkan bahwa media herbarium berbasis *QR* terbukti valid, praktis, dan sangat efektif sebagai solusi untuk mengatasi permasalahan rendahnya hasil belajar IPAS pada siswa sekolah dasar.

Kata kunci : media pembelajaran, herbarium, *QR code*, hasil belajar, IPAS.

**DEVELOPMENT OF QR-BASED HERBARIUM MEDIA IN IPAS SUBJECT
TO IMPROVE LEARNING OUTCOMES OF FOURTH-GRADE
ELEMENTARY SCHOOL STUDENTS**

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ABSTRACT

This research was motivated by the problem of low learning outcomes among fourth-grade students in the Natural and Social Sciences (IPAS) subject, specifically on the topic of plants as the source of life on Earth. This issue was caused by a decline in student concentration and the use of monotonous learning media. To overcome this problem, this study aimed to develop and test the validity, practicality, and effectiveness of QR-based herbarium media. This Research and Development (R&D) applied the ADDIE model (Analysis, Design, Development, Implementation, Evaluation), involving test subjects consisting of material experts, media experts, teacher practitioners, and fourth-grade students at SDN I Kampung Anyar. Research data were collected through interviews, questionnaire instruments, and objective tests, which were then analyzed using the V Aiken index for validity testing, percentage analysis for practicality testing, as well as the Paired Sample t-test and N-Gain Score for effectiveness testing. The design process resulted in a herbarium learning media integrated with educational animated videos as learning resources accessible via QR Code scanning. The test results showed that this media is valid, with V Aiken values ranging from 0.75 to 1.00, and is qualified as highly practical based on the response percentages from teachers (95%) and students (96%). Furthermore, the effectiveness test demonstrated a significant increase in average learning outcomes, rising from 54.20 to 89.15 (Sig. value $0.000 < 0.05$), with an N-Gain Score of 77%, which falls into the effective category. Therefore, it can be concluded that the QR-based Herbarium media is proven to be valid, practical, and highly effective as a solution to address the low IPAS learning outcomes among elementary school students.

Keywords: *learning media, herbarium, QR Code, learning outcomes, natural and social sciences (IPAS).*