

**PENGEMBANGAN E-LKPD INTERAKTIF BERLANDASKAN
MEANINGFUL LEARNING MUATAN IPAS MATERI ALAT INDRA
MANUSIA KELAS III SD NEGERI 1 PANJER**

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ABSTRAK

Penelitian ini dilatarbelakangi oleh kurang optimalnya penggunaan media pembelajaran yang interaktif dalam pembelajaran IPAS sehingga peserta didik mengalami kesulitan memahami materi alat indra manusia. Penelitian ini bertujuan untuk mengembangkan E-LKPD interaktif berlandaskan *Meaningful Learning* yang layak dan efektif digunakan untuk meningkatkan hasil belajar siswa kelas III SD Negeri 1 Panjer. Penelitian ini menggunakan model pengembangan *ADDIE* yang terdiri atas tahap analisis, perancangan, pengembangan, implementasi, dan evaluasi. Subjek penelitian meliputi ahli rancang bangun, ahli materi, ahli desain pembelajaran, ahli media pembelajaran, dan siswa kelas III SD Negeri 1 Panjer. Data dikumpulkan menggunakan metode wawancara, kuesioner, dan tes, kemudian dianalisis dengan teknik deskriptif kuantitatif dan statistik inferensial. Hasil penelitian menunjukkan bahwa validasi ahli rancang bangun memperoleh persentase 93,18%, ahli materi 100%, ahli desain pembelajaran 93,33%, dan ahli media pembelajaran 95,45% dengan kualifikasi sangat baik. Uji coba perorangan memperoleh persentase 95% dan uji coba kelompok kecil memperoleh persentase 93,05% dengan kualifikasi sangat baik. Hasil uji efektivitas menunjukkan bahwa penggunaan E-LKPD interaktif berlandaskan *Meaningful Learning* efektif meningkatkan hasil belajar siswa pada materi alat indra manusia. Berdasarkan hasil validitas dan efektivitas tersebut, media yang dikembangkan dinyatakan layak dan efektif digunakan dalam pembelajaran.

Kata Kunci: E-LKPD Interaktif, *Meaningful Learning*, IPAS, Alat Indra Manusia, *ADDIE*.

ABSTRACT

This study was motivated by the limited use of interactive learning media in science and social studies (IPAS) learning, which caused students to experience difficulties in understanding the topic of human sensory organs. The purpose of this study was to develop an interactive E-LKPD based on the Meaningful Learning approach that is valid and effective for improving the learning outcomes of third-grade students at SD Negeri 1 Panjer. This study employed the ADDIE development model, which consists of five stages: analysis, design, development, implementation, and evaluation. The research subjects included a development design expert, a content expert, a learning design expert, a media expert, and third-grade students of SD Negeri 1 Panjer. Data were collected through interviews, questionnaires, and tests, and were analyzed using descriptive quantitative and inferential statistical techniques. The results showed that the validation scores were 93.18% from the development design expert, 100% from the content expert, 93.33% from the learning design expert, and 95.45% from the media expert, all of which were categorized as excellent. The individual trial obtained a score of 95%, while the small-group trial obtained a score of 93.05%, both categorized as excellent. The effectiveness test results indicated that the use of the interactive E-LKPD based on Meaningful Learning effectively improved students' learning outcomes on the topic of human sensory organs. Based on the validity and effectiveness results, the developed media was declared feasible and effective for use in the learning process.

Keywords: *Interactive E-LKPD, Meaningful Learning, Science and Social Studies (IPAS), Human Sensory Organs, ADDIE.*

