

**PENGEMBANGAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS  
*DISCOVERY LEARNING* PADA MATERI MAKANAN DAN SISTEM  
PENCERNAAN UNTUK MENINGKATKAN KETERAMPILAN  
BERPIKIR KRITIS SISWA SMP**

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**ABSTRAK**

Rendahnya keterampilan berpikir kritis siswa SMP pada mata pelajaran sains disebabkan oleh hambatan dalam memahami konsep-konsep yang abstrak. Salah satu materi IPA yang cukup rumit dipahami yakni materi makanan dan sistem pencernaan. Hal ini dipengaruhi oleh keterbatasan konten buku teks konvensional dalam melatih keterampilan berpikir kritis, serta keterbatasan pelaksanaan praktikum akibat kendala biaya dan waktu. Penelitian ini bertujuan mendeskripsikan karakteristik, menganalisis validitas, serta menjelaskan kepraktisan dan keterbacaan media pembelajaran interaktif berbasis *discovery learning* pada materi makanan dan sistem pencernaan untuk keterampilan berpikir kritis siswa SMP. Jenis penelitian yang diterapkan yakni penelitian dan pengembangan menggunakan kerangka ADDIE yang dibatasi sampai tahapan pengembangan (*development*). Penilaian validitas mencakup dua pakar Pendidikan IPA (ahli materi dan ahli media). Subjek penelitian meliputi lima pendidik IPA untuk uji praktis dan lima belas siswa kelas VIII SMP Negeri 3 Banjar untuk uji terbaca. Data dikumpulkan menggunakan lembar angket, serta dikaji secara deskriptif kualitatif dan kuantitatif. Hasil penelitian ini sebagai berikut. (1) karakteristik media interaktif yang dikembangkan menggunakan aplikasi *genially* dengan mengintegrasikan enam sintaks *discovery learning* dan indikator berpikir kritis, serta dilengkapi materi, video pembelajaran, simulasi praktikum virtual uji makanan kuis interaktif dan sumber belajar, (2) hasil uji validitas isi sebesar 1,00 (sangat valid) dan validitas media sebesar 0,93 (sangat valid), (3) hasil uji kepraktisan memperoleh rata-rata skor sebesar 3,64 (sangat praktis), (4) hasil uji keterbacaan memperoleh rata-rata skor sebesar 3,67 (sangat terbaca). Berdasarkan hal tersebut, produk ini dapat dilanjutkan ke tahap implementasi menguji efektivitas media. Melalui sintaks *discovery learning* yang telah disisipkan indikator berpikir kritis pada aktivitasnya, media interaktif ini berpotensi menjadi sarana untuk melatih keterampilan berpikir kritis dan kemandirian belajar siswa.

**Kata Kunci:** Media Pembelajaran Interaktif, *Discovery Learning*, Makanan dan Sistem Pencernaan, Berpikir Kritis.

**DEVELOPMENT OF DISCOVERY LEARNING-BASED INTERACTIVE  
LEARNING MEDIA ON FOOD AND THE DIGESTIVE SYSTEM TO  
ENHANCE CRITICAL THINKING SKILLS OF JUNIOR HIGH SCHOOL  
STUDENTS**

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**ABSTRACT**

*Low critical thinking skills among junior high school students in science are caused by obstacles in understanding abstract concepts. One of the science topics that is quite complex to comprehend is food and the digestive system. This is influenced by the limitations of conventional textbooks in training critical thinking skills, as well as constraints in conducting practical activities due to cost and time limitations. This study aims to describe the characteristics, analyze the validity, and explain the practicality and readability of interactive learning media based on discovery learning on food and digestive system topics to foster critical thinking skills in junior high school students. The research type applied was Research and Development (R&D) using the ADDIE framework, limited to the development stage. Validity assessments were conducted by two science education experts (a subject matter expert and a media expert). Research subjects included five science teachers for the practicality test and fifteen eighth-grade students of SMP Negeri 3 Banjar for the readability test. Data were collected using questionnaires and analyzed using descriptive qualitative and quantitative methods. The results of this study are as follows: (1) the characteristics of the developed interactive media utilize the Genially application by integrating six discovery learning syntaxes alongside critical thinking indicators, equipped with learning materials, instructional videos, virtual food test lab simulations, interactive quizzes, and learning resources; (2) the content validity test obtained a score of 1.00 (highly valid) and the media validity test scored 0.93 (highly valid); (3) the practicality test achieved an average score of 3.64 (highly practical); and (4) the readability test achieved an average score of 3.67 (highly readable). Based on these findings, the developed product is ready for the implementation phase to test its effectiveness. Through the syntax of discovery learning integrated with critical thinking indicators in its activities, this interactive media has the potential to serve as a tool for enhancing students' critical thinking skills and independent learning.*

**Keywords:** *Interactive Learning Media, Discovery Learning, Food and Digestive System, Critical Thinking.*