

**PENGEMBANGAN E-MODUL BERBASIS CERITA RAKYAT BALI
PADA MATERI TEKS NARASI KELAS V SD NEGERI 1 KAYU PUTIH
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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan E-Modul berbasis cerita rakyat Bali pada materi teks narasi kelas V SD Negeri 1 Kayu Putih Melaka Tahun Pelajaran 2025/2026 serta mengetahui tingkat validitas, kepraktisan, dan efektivitas produk yang dikembangkan. Penelitian ini dilatarbelakangi oleh penggunaan bahan ajar yang masih konvensional dan kurang memanfaatkan media digital serta budaya lokal dalam pembelajaran. Penelitian ini merupakan penelitian pengembangan (*Research and Development*) dengan model ADDIE yang meliputi tahap *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Subjek penelitian terdiri atas ahli materi, ahli media, ahli desain pembelajaran, guru, dan peserta didik kelas V. Pengumpulan data dilakukan melalui observasi, wawancara, angket, serta pretest dan posttest. Hasil penelitian menunjukkan bahwa validitas media memperoleh skor rata-rata 4,7, validitas desain 4,7, dan validitas materi 4,9 dengan kategori sangat valid. Kepraktisan berdasarkan respons guru memperoleh persentase 98% dan respons peserta didik sebesar 98,6% dengan kategori sangat praktis. Efektivitas E-Modul ditunjukkan melalui peningkatan nilai rata-rata *pretest* sebesar 48,84 menjadi 72,40 pada *posttest*. Hasil uji-t memperoleh nilai signifikansi $0,000 < 0,05$, yang menunjukkan adanya perbedaan yang signifikan antara hasil belajar peserta didik sebelum dan sesudah menggunakan E-Modul. Dengan demikian, E-Modul berbasis cerita rakyat Bali layak digunakan sebagai bahan ajar digital pada materi teks narasi kelas V SD Negeri 1 Kayu Putih Melaka serta dapat mendukung pembelajaran Bahasa Indonesia yang kontekstual dan bermakna..

Kata kunci: *E-modul, cerita rakyat Bali, teks narasi, ADDIE, sekolah dasar.*

***DEVELOPMENT OF A BALINESE FOLKLORE-BASED E-MODULE FOR
NARRATIVE TEXT LEARNING FOR FIFTH-GRADE STUDENTS AT SD
NEGERI 1 KAYU PUTIH MELAKA IN THE 2025/2026 ACADEMIC YEAR***

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ABSTRACT

This study aims to develop a folklore-based E-Module on narrative text material for fifth-grade students at SD Negeri 1 Kayu Putih Melaka in the 2025/2026 academic year and to determine the validity, practicality, and effectiveness of the developed product. This study was motivated by the use of conventional teaching materials that have not sufficiently utilized digital media and local culture in the learning process. This research is a Research and Development (R&D) study using the ADDIE development model, which consists of analysis, design, development, implementation, and evaluation stages. The research subjects consisted of material experts, media experts, instructional design experts, teachers, and fifth-grade students. Data were collected through observation, interviews, questionnaires, and pretests and posttests. The results showed that the media validity obtained an average score of 4.7, design validity 4.7, and material validity 4.9, all of which were categorized as very valid. The practicality test obtained a percentage of 98% based on teacher responses and 98.6% based on student responses, both categorized as very practical. The effectiveness of the E-Module was indicated by an increase in the average score from 48.84 on the pretest to 72.40 on the posttest. The t-test results showed a significance value of $0.000 < 0.05$, indicating a significant difference in student learning outcomes before and after using the E-Module. Therefore, the folklore-based E-Module is suitable for use as digital teaching material for narrative text in fifth-grade elementary school and can support contextual and meaningful Indonesian language learning.

Keywords: E-module, Balinese folklore, narrative text, ADDIE, elementary school.