

**PENGEMBANGAN VIDEO PEMBELAJARAN BERBASIS MODEL
CORE (*CONNECTING, ORGANIZING, REFLECTING, EXTENDING*)
MATERI BANGUN RUANG BOLA PADA KELAS VI DI SDN 22
DAUH PURI DENPASAR UTARA**

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ABSTRAK

Penelitian pengembangan ini dilaksanakan untuk mengembangkan media pembelajaran berbasis teknologi yang sesuai dengan kebutuhan siswa dalam pembelajaran matematika. Media video pembelajaran yang dikembangkan memberikan aktivitas belajar bermakna melalui penerapan model CORE (*Connecting, Organizing, Reflecting, Extending*) sebagai skenario video pembelajaran. Penelitian pengembangan ini bertujuan untuk mengetahui rancang bangun pengembangan video pembelajaran matematika berbasis model CORE materi bangun ruang bola pada kelas VI di SDN 22 Dauh Puri dan mengetahui kelayakan video pembelajaran matematika berbasis model CORE materi bangun ruang bola pada kelas VI di SDN 22 Dauh Puri. Subjek uji coba penelitian pengembangan ini adalah ahli isi pembelajaran, ahli desain pembelajaran, ahli media pembelajaran dan siswa kelas VI di SDN 22 Dauh Puri. Penelitian pengembangan ini menggunakan model pengembangan ADDIE (*analyze, design, development, implementation, evaluation*) sebagai langkah-langkah sistematis dalam proses pengembangan produk. Metode pengumpulan data menggunakan metode kuesioner, observasi dan wawancara tak terstruktur. Instrumen pengumpulan data menggunakan kuesioner. Teknik analisis data menggunakan teknik analisis data deskriptif kuantitatif dan teknik analisis data deskriptif kualitatif. Hasil penelitian pengembangan ini adalah produk video pembelajaran, meliputi hasil: (a) deskripsi rancang bangun pengembangan video pembelajaran matematika berbasis model CORE yaitu tahapan analisis, desain, pengembangan, dan evaluasi; (b) video pembelajaran matematika berbasis model CORE dinyatakan layak berdasarkan hasil uji coba produk meliputi: (a) hasil penilaian ahli isi pembelajaran memperoleh persentase skor (96,15%) dengan kualifikasi sangat baik; (b) hasil penilaian ahli desain pembelajaran memperoleh persentase skor (91,67%) dengan kualifikasi sangat baik; (c) hasil penilaian ahli media pembelajaran memperoleh persentase skor (94,64%) dengan kualifikasi sangat baik; dan (d) hasil penilaian siswa melalui uji coba perorangan memperoleh persentase skor (92,36%) dengan kualifikasi sangat baik. Dari hasil uji coba dapat disimpulkan bahwa media video pembelajaran matematika berbasis model CORE layak digunakan pada proses pembelajaran.

Kata-kata kunci: pengembangan, video pembelajaran, matematika, CORE

ABSTRACT

This development research was carried out to develop technology-based learning media in accordance with the needs of students in learning mathematics. The learning video media developed provide meaningful learning activities through the application of the CORE model (Connecting, Organizing, Reflecting, Extending) as a learning video scenario. This development research aims to determine the design and development of mathematics learning videos based on the CORE model of ball geometry material in class VI at SDN 22 Dauh Puri and to determine the feasibility of mathematics learning videos based on the CORE model of ball geometry material in class VI at SDN 22 Dauh Puri. The subjects of this development research trial were content experts, instructional design experts, instructional media experts and grade VI students at SDN 22 Dauh Puri. This development research uses the ADDIE development model (analyze, design, development, implementation, evaluation) as systematic steps in the product development process. Methods of data collection using questionnaires, observation and unstructured interviews. The data collection instrument used a questionnaire. The data analysis technique used quantitative descriptive data analysis techniques and qualitative descriptive data analysis techniques. The results of this development research are instructional video products, including the results of: (a) description of the design and development of mathematics learning videos based on the CORE model, namely the stages of analysis, design, development, and evaluation; (b) the mathematics learning video based on the CORE model was declared feasible based on the results of the product trial including: (a) the results of the expert's assessment of the learning content obtained a percentage score (96.15%) with very good qualifications; (b) the results of the learning design expert's assessment obtained a percentage score (91.67%) with very good qualifications; (c) the results of the learning media expert's assessment obtained a percentage score (94.64%) with very good qualifications; and (d) the results of student assessments through individual trials obtained a percentage score (92.36%) with very good qualifications. From the test results, it can be concluded that the mathematics learning video media based on the CORE model are suitable for use in the learning process.

Keyword: *Development, Learning Video, Mathematics, CORE*