

**DEVELOPING PROBLEM-BASED LEARNING MEDIA FOR TEACHING
ENGLISH FOR 4TH GRADE STUDENT AT ELEMENTARY SCHOOL IN
BULELENG REGENCY**

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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan video pembelajaran dengan mengambil salah satu model pembelajaran saintifik sebagai basis prosedur pembelajaran dalam video tersebut yaitu *Problem-based Learning* dimana video ini ditargetkan sebagai media pembelajaran untuk siswa kelas 4 sekolah dasar. Penelitian ini menerapkan model Desain dan Pengembangan oleh Richey & Klein (2007) yang dimana memiliki 4 tahapan meliputi Analisis (*Analysis*), Desain (*Design*), Pengembangan (*Development*), dan Evaluasi (*Evaluation*) yang sering disingkat ADDE. Subjek penelitian ini adalah guru dan siswa di sekolah dasar di Kabupaten Buleleng. Penelitian ini menggunakan lima jenis instrument yaitu pedoman wawancara, kuesioner, studi dokumen, manuskrip, penilaian guru, dan penilaian ahli. Pedoman wawancara ditujukan untuk guru dan siswa pada tahap analisis, kuesioner diberikan pada siswa pada tahap evaluasi, studi dokumen dan manuskrip digunakan pada tahap desain, penilaian ahli digunakan pada tahap pengembangan dan penilaian guru digunakan pada tahap evaluasi. Produk yang dihasilkan pada peneilian ini berupa *prototype* video yang menggunakan metode *Problem-based learning*. Terdapat dua video dengan dua topik yang berbeda yang dihasilkan pada penelitian ini. Video pertama mengambil topik Keluarga (*Family*) dan video kedua mengambil topik Binatang (*Animals*). Terdapat beberapa uji yang dilakukan terhadap video tersebut meliputi uji ahli di bidang akademik, dan uji dari pengguna yaitu penilaian guru dan respon siswa. Berdasarkan pengujian tersebut, kualitas kedua video yang sudah dikembangkan mendapatkan rating sebagai media pembelajaran yang sangat baik untuk pembelajaran Bahasa Inggris kelas 4 di sekolah dasar.

Kata-kata kunci: video, problem-based learning, media, siswa sekolah dasar

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ABSTRACT

This study aimed to develop learning videos by taking one of the scientific learning models as the basis for the learning procedure in the video, namely *Problem-based Learning*, where this video was targeted as a learning medium for grade 4 in elementary school. This study applied the Design and Development (DnD) model by Richey & Klein (2007) which has 4 stages including Analysis, Design, Development, and Evaluation which was often abbreviated as ADDE. The subjects of this study were teachers and students in elementary schools in Buleleng Regency. This study used five types of instruments, namely interview guide, questionnaire, document study, manuscripts, teacher judgement rubric, and expert judgement rubric. Interview guides were intended for teachers and students at the analysis stage, questionnaire was given to students at the evaluation stage, document study and manuscripts were used at the design stage, expert judgement rubrics were used at the development stage and teacher judgement rubric were used at the evaluation stage. The products in this research were videos in the form of *prototype* that used *Problem-based learning* method. There were two videos with two different topics produced in this study. The first video used the topic of Family and the second video used the topic of Animals. There were several tests carried out towards the video including expert judgement in the academic field, and tests from users, namely teachers' judgement and student's responses. Based on this test, the quality of the two videos that have been developed is rated as an excellent learning media for English learning in grade 4 elementary schools.

Keywords: video, problem-based learning, media, elementary school students