

**DEVELOPING LEARNING VIDEO USING PROJECT BASED
LEARNING FOR TEACHING 5TH GRADE ELEMENTARY SCHOOL
STUDENTS AT BULELENG REGENCY**

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ABSTRACT

This study aims to create and develop video learning media based on the scientific learning model, namely Project-based learning intended to assist English learning in grade 5 elementary school students. This learning video is made by combining various media such as text, images, and animation. The subjects of this study were students in grade 5 elementary school in Buleleng. This study uses the design and development method by Richey & Klein (2007). The research stage includes (1) analysis, (2) design, (3) development, (4) evaluation. In collecting data, several instruments were used, such as interview guides, document analysis, blueprints, assessment rubrics for experts and teachers, and questionnaires. This study's results are in the form of a video prototype based on the project-based learning model. Two topics are developed into two different videos. The first video topic is family (family), and the second video topic is animals. The video developed is analyzed based on data from education experts, teachers, and students to determine the video's quality. The instruments used in collecting data were the Education expert assessment rubric, the teacher assessment rubric, and the student questionnaire. The results of the analysis indicate that the rating in both videos is ideal for teachers and elementary school students to use as a learning medium.

Keyword: Learning Media, Video, Young Learner, Project Based Learning.

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ABSTRAK

Penelitian ini bertujuan untuk membuat dan mengembangkan media pembelajaran video yang berbasis pada model pembelajaran saintifik yaitu *Project-based learning* yang ditujukan untuk membantu proses pembelajaran Bahasa Inggris pada siswa kelas 5 sekolah dasar. Video pembelajaran ini dibuat dengan mengkombinasikan berbagai media seperti text, gambar dan animasi. Subjek penelitian ini adalah siswa kelas 5 sekolah dasar di kabupaten Buleleng. Penelitian ini menggunakan metode design and development (DnD) dari Richey & Klein (2007). Tahap penelitian meliputi (1) analisis, (2) design, (3) pengembangan, (4) evaluasi. Dalam mengumpulkan data, beberapa instrument digunakan seperti pedoman wawancara, analisis dokumen, blueprint, rubrik penilaian untuk para ahli dan guru, serta kuesioner. Hasil dari penelitian ini berupa prototype video yang berdasarkan pada model pembelajaran *Project-based learning*. Ada dua topik yang dikembangkan menjadi dua video berbeda. Topik video pertama adalah family (keluarga) dan topik video kedua adalah animal (binatang). Video yang dikembangkan telah dianalisis berdasarkan data dari ahli Pendidikan, guru, dan siswa untuk menentukan kualitas dari video. Instrument yang digunakan dalam mengumpulkan data adalah rubrik penilaian ahli Pendidikan, rubrik penilaian guru, dan kuisisioner siswa. Hasil analisis kedua video menunjukkan bahwa rating yang didapatkan dari kedua video tersebut sangat baik digunakan sebagai media pembelajaran oleh guru maupun siswa kelas 5 sekolah dasar.

Keyword: Media Pembelajaran, Video, Siswa, Project based learning