

**PENGEMBANGAN PEMBELAJARAN *FLIPPED CLASSROOM* DENGAN
MEMANFAATKAN *GOOGLE CLASSROOM* UNTUK MENINGKATKAN
KEMANDIRIAN DAN HASIL BELAJAR MATEMATIKA SISWA**

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ABSTRAK

Kemandirian belajar merupakan hal penting yang diperlukan dalam pembelajaran daring yang akan berpengaruh terhadap hasil belajar, sehingga diperlukan strategi pembelajaran yang tepat dengan pemanfaatan teknologi yang sesuai. Penelitian ini merupakan penelitian pengembangan yang bertujuan untuk : 1) mendeskripsikan hasil rancangan pengembangan pembelajaran *flipped classroom* dengan memanfaatkan *google classroom*, 2) mendeskripsikan proses implementasi pembelajaran *flipped classroom* dan 3) mengetahui tingkat kevalidan, efektivitas dan kepraktisan pembelajaran *flipped classroom* dengan memanfaatkan *google classroom*. Penelitian pengembangan ini dilaksanakan dengan model pengembangan ADDIE yang terdiri dari lima langkah yaitu *Analyze, Design, Development, Implementation, Evaluation*. Instrumen penelitian yang digunakan adalah lembar validasi ahli, angket kemandirian belajar, angket respon guru dan siswa, *pre-test* dan *post-test*. Metode pengumpulan data dilakukan dengan pengisian lembar validasi, angket, *pre-test* dan *post-test* untuk data kuantitatif, sedangkan data kualitatif dengan observasi dan wawancara. Subjek uji coba penelitian ini adalah tiga orang ahli perangkat pembelajaran dan satu orang ahli media pembelajaran pada tahap validasi serta 32 orang siswa SMP N 3 Semarapura pada tahap implementasi. Hasil penelitian pengembangan ini adalah kevalidan perangkat pembelajaran berada pada kategori sangat valid sehingga sangat layak diimplementasikan dengan persentase rata-rata validitas RPP 88,10%, bahan ajar 90,00%, instrumen tes 90,48 % dan kevalidan media pembelajaran 90,00%. Kepraktisan pembelajaran *flipped classroom* dilihat melalui angket respon siswa dengan rata-rata 3,22 berada pada kategori tinggi, dan angket respon guru dengan rata-rata 3,70 berada pada kategori sangat tinggi. Sedangkan efektivitas dilihat melalui kemandirian belajar dan hasil belajar siswa. Dari segi kualitatif kemandirian belajar meningkat dilihat melalui peningkatan keaktifan siswa dalam diskusi, antusias siswa dalam belajar dan saat pembahasan latihan soal. Secara kuantitatif kemandirian belajar mengalami peningkatan dimana sebelum pembelajaran rata-rata 2,49 dengan kategori rendah, dan setelah pembelajaran 2,90 dengan kategori tinggi. Hasil uji *gain* menunjukkan *gain-score* 0,44 dengan kategori sedang, sehingga tergolong cukup efektif dalam meningkatkan hasil belajar matematika siswa. Dapat disimpulkan pembelajaran *flipped classroom* berbantuan *google classroom* efektif dalam meningkatkan kemandirian dan hasil belajar matematika siswa.

Kata kunci : *flipped classroom*, *google classroom*, kemandirian, hasil belajar

DEVELOPMENT OF FLIPPED CLASSROOM LEARNING COMBINED WITH GOOGLE CLASSROOM TO IMPROVE STUDENTS' LEARNING INDEPENDENT AND MATHEMATICS LEARNING OUTCOMES

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ABSTRACT

Student's independent learning is an important thing that is needed in online learning that will affect learning outcomes, so appropriate learning strategies are needed with the appropriate use of technology. This study aimed to: 1) describe the results of the development design of flipped classroom learning by utilizing google classroom, 2) describe the implementation process of flipped classroom learning and 3) know the level of validity, effectiveness and practicality of flipped classroom learning by utilizing google classroom. This development research was conducted with ADDIE development model consisting of five steps, namely Analyze, Design, Development, Implementation, Evaluation. The research instruments used are expert validation sheets, learning independence questionnaires, teacher and student response questionnaires, pre-tests and post-tests. The data collection method is done by filling validation sheets, questionnaires, pre-tests and post-tests for quantitative data, while qualitative data with observation and interviews. The subjects of this study trial were three experts in learning devices and one learning media expert at the validation stage and 32 students of SMP N 3 Semarapura at the implementation stage. The results of this development study are the validity of learning tools are in the category is very valid so it is very feasible to be implemented with an average percentage of validity lesson plan 88.10%, teaching materials 90.00%, test instruments 90.48 % and the validity of learning media 90.00%. The practicality of flipped classroom learning was seen through a questionnaire of student responses with an average of 3.22 being in the high category, and the teacher response questionnaire with an average of 3.70 being in the very high category. While effectiveness is seen through the independence of learning and student learning outcomes. Qualitatively, the independence of learning is increasing through increasing the activeness of students in discussions, enthusiastic students in learning and during discussions of problem exercises. Quantitatively, the independence of learning has increased were before learning averaged 2.49 with low category, and after learning 2.90 with high category. The gain test results showed a gain-score of 0.44 with a moderate category, so it is quite effective in improving students' math learning outcomes. It can be concluded that google classroom-assisted flipped classroom learning is effective in improving students' independence and math learning outcomes.

Keywords: flipped classroom, google classroom, independent learning, learning outcomes