

**PENGEMBANGAN KONTEN PEMBELAJARAN INTERAKTIF
BERBASIS *DISCOVERY LEARNING* PADA MATA PELAJARAN FIQIH
UNTUK KELAS VIII DI MTsT MARDLATILLAH**

Oleh

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ABSTRAK

Penelitian ini memiliki tujuan untuk menghasilkan dan mengetahui respon guru dan peserta didik terhadap pengembangan konten pembelajaran interaktif berbasis *discovery learning* pada pembelajaran fiqih, khususnya materi ibadah haji dan umrah untuk kelas VIII di MTsT Mardlatillah. Jenis penelitian yang digunakan adalah *Research & Development* (R&D), dengan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Penelitian ini dilakukan untuk kelas VIII di MTsT Mardlatillah pada 35 siswa dan seorang guru yang mengampu mata pelajaran fiqih. Pengumpulan data dalam penelitian ini didapatkan dengan menggunakan lembar validasi ahli, angket uji coba perorangan, angket uji coba kelompok kecil, angket uji coba lapangan, angket uji respon peserta didik dan guru. Hasil dari perhitungan uji ahli isi, desain dan media pembelajaran masing-masing memperoleh rata-rata skor sebesar 1,00 yaitu masuk dalam tingkat validitas sangat tinggi. Uji efektivitas dengan memberikan *pretest* dan *posttest* memperoleh hasil perhitungan *N-Gain* sebesar 0,78 yaitu masuk dalam interpersasi tinggi, sedangkan untuk hasil perhitungan uji respon peserta didik dan guru memperoleh rata-rata sebesar 79,03 dan 46 yaitu masuk dalam kriteria sangat praktis. Sehingga, penelitian ini dapat disimpulkan bahwa pengembangan konten pembelajaran interaktif berbasis *discovery learning* pada mata pelajaran fiqih menunjukkan kriteria kualitas produk yaitu sangat valid, sangat praktis dan efektif.

Kata kunci: Konten Pembelajaran Interaktif, *Discovery Learning*, Fiqih

**THE DEVELOPMENT OF DISCOVERY LEARNING-BASED
INTERACTIVE LEARNING CONTENT IN FIQH SUBJECT FOR CLASS
VIII AT MTsT MARDLATILLAH**

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ABSTRACT

This study aimed to generate and to find out the responses of the students and the teacher in developing discovery learning-based interactive learning content in Fiqh subject, particularly in Hajj and Umrah materials for the eighth-grade students in MTsT Mardlatillah. The type of research design used was Research and Development (R&D), which followed ADDIE model (Analysis, Design, Development, Implementation, and Evaluation). This study was conducted for the eighth-grade students in MTsT Mardlatillah on 35 students and a teacher who taught Fiqh subject. The data collection in this study was obtained using expert validation sheets, individual trial questionnaires, small group trial questionnaires, field trial questionnaires, students and teacher response test questionnaires. The result from the calculation of expert test of content, design, and learning media, obtained an average score of 1.00 with a very high level of validity. The effectiveness test by giving the pretest and posttest got results in an N-Gain calculation of 0.78, which was included in a high interpretation. Meanwhile, the results of the calculation of student and teacher responses got an average of 79.03 and 46, which were included in very practical criteria. Thus, it can be concluded that developing discovery learning-based interactive learning content in Fiqh subject was very valid, very practical and effective.

Keywords: Interactive Learning Content, Discovery Learning, Fiqh