

DEVELOPING DISCOVERY-BASED LEARNING EDUCATIONAL VIDEO FOR 6TH GRADE STUDENTS IN ELEMENTARY SCHOOL AS ENGLISH LEARNING MEDIA AT BULELENG REGENCY

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ABSTRACT

This research purposes to design and develop educational videos based on discovery-based learning as the scientific learning model aimed to support the English learning process of 6th grade elementary school students. This educational video was created based on the combination of several media like animation, text, and also images. The subject of this research were the 6th grade students of the elementary school in Buleleng regency. This research adopted the method from Richey and Klein (2007) namely Design and Development. There are four stages in Design and Development method, which were (1) analysis, (2) design, (3) development, and (4) evaluation. During the process of data collection, this research applied several instruments, such as interview guides, document analysis, blueprints, assessment rubrics for expert judgment and teachers, and also the questionnaires. The results of this research are in the form of an educational video prototype, based on discovery-based learning. There were two topics involved in developing the educational video prototype. The first topic is Clothes, and the second topic is Animals. In ensuring the quality of the educational video prototype, the video was analyzed based on the data gathered from experts, teachers, and also students. In gathering data related to the video quality, this research used several instruments like expert judgment rubrics, teacher judgment rubrics, and also the student questionnaire. The results of the quality analysis indicate that both of the educational video prototypes reaches the good scores to be applied by the teacher as the learning media, as well as appropriate for the 6th grade students of elementary school.

Keyword: Learning Media, Discovery-based Learning, Young Learner

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ABSTRAK

Penelitian ini bertujuan untuk merancang dan mengembangkan video pendidikan berbasis *Discovery-based learning* sebagai model pembelajaran saintifik yang bertujuan untuk mendukung proses pembelajaran bahasa Inggris siswa kelas 6 SD. Video edukasi ini dibuat berdasarkan kombinasi beberapa media seperti animasi, teks, dan juga gambar. Subjek penelitian ini adalah siswa kelas 6 SD di Kabupaten Buleleng. Penelitian ini mengadopsi metode dari Richey dan Klein (2007) yaitu Design and Development. Ada empat tahapan dalam metode Design and Development, yaitu (1) analisis, (2) perancangan, (3) pengembangan, dan (4) evaluasi. Dalam proses pengumpulan data, penelitian ini menggunakan beberapa instrumen, seperti pedoman wawancara, analisis dokumen, cetak biru, rubrik penilaian untuk expert judgement dan guru, serta angket. Hasil dari penelitian ini berupa prototipe video pendidikan berbasis discovery learning. Ada dua topik yang terlibat dalam pengembangan prototipe video pendidikan. Topik pertama adalah Pakaian, dan topik kedua adalah Hewan. Dalam memastikan kualitas prototipe video pendidikan, video tersebut dianalisis berdasarkan data yang dikumpulkan dari para ahli, guru, dan juga siswa. Dalam mengumpulkan data terkait kualitas video, penelitian ini menggunakan beberapa instrumen seperti rubrik penilaian ahli, rubrik penilaian guru, dan juga angket siswa. Hasil analisis kualitas menunjukkan bahwa kedua prototipe video pendidikan tersebut mencapai nilai yang baik untuk diterapkan oleh guru sebagai media pembelajaran, serta sesuai untuk siswa kelas 6 SD.

Keyword: Media Pembelajaran, Pembelajaran Berbasis Penemuan, Pembelajar Muda