

**PENGEMBANGAN MEDIA PEMBELAJARAN SEDERHANA  
MONOPOLY PADA TEMA ORGAN GERAK HEWAN DAN MANUSIA  
SUBTEMA ORGAN GERAK HEWAN KELAS V DI SD NEGERI 4  
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**ABSTRAK**

Keikutsertaan siswa secara aktif dalam proses pembelajaran dapat mempengaruhi hasil belajarnya. Hasil analisis kebutuhan menunjukkan bahwa siswa Kelas V pasif dalam pembelajaran tematik terpadu dikarenakan kurangnya media pembelajaran yang tersedia di sekolah. Penelitian pengembangan bertujuan untuk menghasilkan media pembelajaran sederhana *monopoly* pada subtema organ gerak hewan yang dapat membantu siswa aktif dalam pembelajaran. Penelitian ini menggunakan model ADDIE. Subjek penelitian yaitu validitas media pembelajaran sederhana *monopoly* yang diuji oleh ahli, serta uji praktisi untuk mengetahui respon guru dan siswa terhadap media yang dikembangkan. Data yang dikumpulkan yaitu data kualitatif dan data kuantitatif. Analisis data menggunakan analisis tematik dan analisis deskriptif kuantitatif. Hasil penelitian ini yaitu: (1) rancang bangun media *monopoly* yang dikembangkan dengan model ADDIE, (2) hasil analisis uji validitas dari ahli materi, ahli media dan desain pembelajaran memperoleh skor tertinggi sebesar 1 dengan kategori sangat valid dan skor terendah sebesar 0,75 dengan kategori valid. (3) hasil respon praktisi (guru), media *monopoly* memperoleh persentase 92,5% dengan kualifikasi sangat baik, (4) hasil respon siswa, media *monopoly* memperoleh persentase 95,5% dengan kualifikasi sangat baik. Berdasarkan hasil analisis data dapat disimpulkan bahwa media pembelajaran sederhana *monopoly* subtema organ gerak hewan kelas V SD sudah valid dan berkualifikasi sangat baik.

Kata-kata kunci: pengembangan, validitas, media *monopoly*, model ADDIE.

**DEVELOPMENT OF MONOPOLY SIMPLE LEARNING MEDIA ON  
THE THEMES OF ANIMAL AND HUMAN MOVEMENT ORGANS OF  
ANIMAL MOVEMENT ORGANS SUB THEME OF FIFTH GRADE IN SD  
NEGERI 4 PELIATAN, ACADEMIC YEAR 2020/2021**

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**ABSTRACT**

*Active student participation in the learning process can affect learning outcomes. The results of the needs analysis showed that the fifth-grade students are passive in integrated thematic learning due to the lack of learning media available at school. Development research aims to produce simple monopoly learning media on the subtheme of animal movement organs that can help students be active in learning. This study used the ADDIE model. The research subject was the validity of the simple monopoly learning media which was tested by experts, as well as the practitioner test to determine the response of teachers and students to the developed media. The data collected were qualitative data and quantitative data. Data analysis used thematic analysis and quantitative descriptive analysis. The results of this study were (1) the design of monopoly media developed using the ADDIE model, (2) the results of the analysis of validity tests from material experts, media experts and instructional design experts obtained the highest score of 1 with a very valid category and the lowest score of 0.75 with valid categories. (3) the results of the response of practitioners (teachers), monopoly media obtained a percentage of 92.5% with very good qualifications, (4) the results of student responses, monopoly media obtained a percentage of 95.5% with very good qualifications. Based on the results of data analysis, it can be concluded that the simple monopoly learning media sub-theme of animal movement organs for fifth grade elementary school was valid and has very good qualifications.*

*Keywords: development, validity, monopoly media, ADDIE model.*