

**DEVELOPING LEARNING VIDEO FOR TEACHING ENGLISH USING
PROBLEM-BASED FOR 6TH GRADE ELEMENTARY SCHOOL STUDENTS
AT BULELENG REGENCY**

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ABSTRACT

This study aimed to develop learning videos by taking one of the scientific learning models as the basis for the learning procedure in the video, namely Problem-based Learning, where this video was targeted as a learning media for grade 6 in elementary school. This study applied the Design and Development (DnD) model by Richey & Klein (2007) which has 4 stages including Analysis, Design, Development, and Evaluation which was often abbreviated as ADDE. The subjects of this study were teachers and students in elementary schools in Buleleng Regency. This study used five types of instruments, namely interview guide, questionnaire, document study, manuscripts, teacher judgement rubric, and expert judgement rubric. Interview guides were intended for teachers and students at the analysis stage, questionnaire was given to students at the evaluation stage, document study and manuscripts were used at the design stage, expert judgement rubrics were used at the development stage and teacher judgement rubric were used at the evaluation stage. The products in this research were videos in the form of prototype that used Problem-based learning method. There were two videos with two different topics produced in this study. The first video used the topic of School Activities and the second video used the topic of Daily Activities at Home. There were several tests carried out towards the video including expert judgement in the academic field, and tests from users, namely teachers' judgement and student's responses. Based on this test, the quality of the two videos that have been developed is rated as an excellent learning media for English learning in grade 6 elementary schools.

Keywords: *video, problem-based learning, media, elementary school students*

**Developing Learning Video for Teaching English using Problem-Based for 6th
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ABSTRAK

Penelitian ini bertujuan untuk mengembangkan video pembelajaran dengan mengambil salah satu model pembelajaran saintifik sebagai basis prosedur pembelajaran dalam video tersebut yaitu *Problem-based Learning* dimana video ini ditargetkan sebagai media pembelajaran untuk siswa kelas 6 sekolah dasar. Penelitian ini menerapkan model Desain dan Pengembangan oleh Richey & Klein (2007) yang dimana memiliki 4 tahapan meliputi Analisis (*Analysis*), Desain (*Design*), Pengembangan (*Development*), dan Evaluasi (*Evaluation*) yang sering disingkat ADDE. Subjek penelitian ini adalah guru dan siswa di sekolah dasar di Kabupaten Buleleng. Penelitian ini menggunakan lima jenis instrument yaitu pedoman wawancara, kuesioner, studi dokumen, manuskrip, penilaian guru, dan penilaian ahli. Pedoman wawancara ditujukan untuk guru dan siswa pada tahap analisis, kuesioner diberikan pada siswa pada tahap evaluasi, studi dokumen dan manuskrip digunakan pada tahap desain, penilaian ahli digunakan pada tahap pengembangan dan penilaian guru digunakan pada tahap evaluasi. Produk yang dihasilkan pada penelitian ini berupa *prototype* video yang menggunakan metode *Problem-based learning*. Terdapat dua video dengan dua topik yang berbeda yang dihasilkan pada penelitian ini. Video pertama mengambil topik Kegiatan di sekolah (*School Activities*) dan video kedua mengambil topik Kegiatan di rumah (*Daily Activities at Home*). Terdapat beberapa uji yang dilakukan terhadap video tersebut meliputi uji ahli di bidang akademik, dan uji dari pengguna yaitu penilaian guru dan respon siswa. Berdasarkan pengujian tersebut, kualitas kedua video yang sudah dikembangkan mendapatkan rating sebagai media pembelajaran yang sangat baik untuk pembelajaran Bahasa Inggris kelas 6 di sekolah dasar.

Kata-kata kunci: video, problem-based learning, media, siswa sekolah dasar