

**PENGEMBANGAN MEDIA *FUN THINKERS* BERBASIS SOAL
CALISTUNG UNTUK SISWA SD KELAS 1 PADA TEMA 7 BENDA,
HEWAN DAN TANAMAN DI SEKITARKU**

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ABSTRAK

Penelitian ini bertujuan untuk mengetahui (1) validitas media *fun thinkers* berbasis soal calistung untuk siswa SD kelas 1 pada tema 7 benda, hewan dan tanaman di sekitarku yang sudah teruji validitasnya dan (2) mengetahui respon praktisi/guru dan siswa terhadap media *fun thinkers* berbasis soal calistung untuk siswa SD kelas 1 pada tema 7 benda, hewan dan tanaman di sekitarku. Model pengembangan yang digunakan dalam penelitian ini adalah model ADDIE yang memiliki beberapa tahap yaitu tahap analisis, tahap perancangan, tahap pengembangan, tahap implementasi dan tahap evaluasi, namun pada tahap implementasi dan evaluasi tidak dilaksanakan karena adanya keterbatasan dari segi waktu, finansial, tenaga dan sumber daya. Adapun subjek penelitian ini adalah pengembangan media *fun thinkers* berbasis soal calistung untuk siswa SD kelas 1 pada tema 7 benda, hewan dan tanaman di sekitarku. Sedangkan objek penelitian ini adalah validitas. Metode yang digunakan dalam penelitian ini yaitu kuesioner yang diberikan kepada dua dosen sebagai ahli, dua orang guru dan siswa (uji kelompok kecil) yang sudah teruji validitas dan reliabilitasnya. Data yang diperoleh dilakukan uji validitas yang dihitung menggunakan rumus mean yang dikonverensikan ke dalam kriteria penilaian validitas dan reliabilitasnya menggunakan *percentage of agreement*. Sedangkan uji respon guru dan siswa menggunakan rumus deskriptif presentase. Hasil analisis yang diperoleh: (1) hasil uji ahli materi soal diperoleh rata-rata 4,63 dengan kualifikasi sangat valid dengan persentase 93% dengan kualifikasi reliabel, (2) hasil uji ahli media diperoleh rata-rata 4,82 dengan kualifikasi sangat valid dengan persentase 96% dengan kualifikasi reliabel, (3) hasil respon praktisi diperoleh persentase 97% dengan kualifikasi sangat baik dan (4) hasil respon siswa diperoleh persentase 99% dengan kualifikasi sangat baik. Hal ini menunjukkan bahwa media yang dikembangkan layak digunakan dalam pembelajaran.

Kata-kata kunci: media *fun thinkers*, calistung, tematik

THE DEVELOPMENT OF *FUN THINKERS* MEDIA BASED ON THREE R'S QUESTION FOR FIRST GRADE STUDENTS OF ELEMENTARY SCHOOL ON THE THEME 7 THINGS, ANIMALS, AND PLANTS AROUND ME

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ABSTRACT

This research aimed to find out (1) the validity of *fun thinkers* media based on three R's (reading, writing, arithmetic) question for 1st grade students of elementary school on the theme 7 things, animals, and plants around me which had been tested for validity, (2) practitioners/teachers and students' responses to the media. The development model used was the ADDIE which has some stages, namely analysis, design, development, implementation, and evaluation. However, implementation and evaluation stages were not fulfilled due to time, financial, staff, and sources constraints. As for the subject was the development of *fun thinkers* media based on three r's question for 1st grade students of elementary school on the theme 7 things, animals, and plants around me. Whereas, the object was the validity. Method used in this research was the questionnaire, which was given to two lecturers as the experts, two teachers and students (small-group test) that had been validity and reliability tested. The data obtained were tested for validity which were calculated by using the mean formula that was converted into the validity and reliability assessment criteria using the *percentage of agreement*. While the respond test for teachers and students used the percentage of descriptive formula. The results obtained from the analysis were: (1) the question preparation expert test obtained on average 4,63 with very valid and reliable qualification with a percentage of 93% (2) the media expert test obtained on average 4,82 with very valid and reliable qualification with a percentage of 96%, (3) practitioner responses were 97% with very good qualification, and (4) student responses was 99% with very good qualification. These showed that the media developed is suitable for use in learning.

Keywords: *fun thinkers media, three R's in education, thematic*