

Syafrilia Ayu Maduratni. 2022. *Pengembangan Media Pembelajaran "Fun Thinkers Book" Mata Pencapaian Penduduk Tema 3 Subtema 1 Kelas IV UPTD SDN Bancaran 1 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Priyono Tri Febrianto, S.Sos., M.Si. Pembimbing 2: Umi Hanik, S.Pd., M.Pd.

ABSTRAK

Latar belakang penelitian ini adalah kurangnya media yang digunakan oleh guru sehingga membuat siswa tidak semuanya aktif dan memahami materi. Penelitian ini bertujuan untuk mengembangkan media pembelajaran *fun thinkers book* mata pencapaian penduduk yang valid, efektif, dan menarik dalam pembelajaran. Penelitian ini menggunakan metode R & D (*Research and Development*) dan model pengembangan *Borg and Gall* yang diadaptasi oleh Sugiyono. Teknik pengumpulan data yang digunakan yaitu wawancara, observasi, angket, dan tes. Hasil penelitian menunjukkan perolehan presentase kevalidan dari lembar angket 3 validator yaitu 97,5% ahli materi, 92,5% ahli media pembelajaran, 85% ahli desain pembelajaran dan validasi rata-rata 91,66% dengan kategori sangat valid. Keefektifan media ditinjau dari lembar aktivitas guru memperoleh 98,75%, lembar aktivitas siswa memperoleh 94,25%, dan ketuntasan belajar klasikal memperoleh rata-rata sebesar 95% sehingga dinyatakan efektif. Kemenarikan media ditinjau dari lembar angket respon siswa memperoleh presentase sebesar 90% dengan kategori sangat menarik. Hasil penelitian menunjukkan bahwa media pembelajaran *fun thinkers book* sangat valid, sangat menarik, dan sangat efektif untuk digunakan dalam pembelajaran.

Kata kunci: *borg and gall*, mata pencapaian penduduk, media *fun thinkers book*

Syafrilia Ayu Maduratni. 2022. *Development of Learning Media "Fun Thinkers Book" People's Livelihood Theme 3 Sub-theme 1 Class IV UPTD SDN Bancaran 1 Bangkalan*. Thesis, Elementary School Teacher Study Program, Faculty of Science Education, Trunojoyo Madura University. Advisor 1: Priyono Tri Febrianto, S.Sos., M.Si. Advisor 2: Umi Hanik, S.Pd., M.Pd.

ABSTRACT

The background of this research is the lack of media used by the teacher so that not all students are active and understand the material. This research aims to develop the learning media of fun thinkers book people's livelihoods that are valid, effective, and interesting in learning. This study uses the R & D (Research and Development) method and the Borg and Gall development model, which Sugiyono adapts. Data collection techniques used are interviews, observations, questionnaires, and tests. The results showed that the percentage of validity obtained from the questionnaire sheet of 3 validators is 97.5% for material experts, 92.5% for learning media experts, 85% for learning design experts and an average validation of 91.66%, with an outstanding category. The effectiveness of the media in terms of the teacher's activity sheet obtained 98.75%, the student activity sheets got 94.25%, and the classical learning completeness obtained an average of 95%, so it is declared effective. The media's attractiveness in student response questionnaire sheets obtained a percentage of 90% with an exciting category. The results showed that the fun thinkers' book learning media is very valid, engaging, and effective for learning.

Keywords: borg and gall, people's livelihood, media fun thinkers book