

Alfiyaani Hairunnisa' Syuhada'. 2022. *Pengembangan media pembelajaran peta budaya (PETAYA) pada tema 7 subtema 1 pembelajaran 3 kelas IV A UPTD SDN Tunjung 2 Burneh Kabupaten Bangkalan*. Skripsi, Program Studi Pendidikan Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura.
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ABSTRAK

Tujuan penelitian pengembangan ini yaitu (1) Untuk mengembangkan media pembelajaran PETAYA kelas IV A tema 7 subtema 1 pembelajaran 3 yang valid dilihat dari validasi ahli, (2) Untuk mengembangkan media pembelajaran PETAYA kelas IV A tema 7 subtema 1 pembelajaran 3 yang efektif dilihat dari lembar keterlaksanaan pembelajaran dan hasil belajar kognitif siswa, (3) Untuk mengembangkan media pembelajaran PETAYA kelas IV A tema 7 subtema 1 pembelajaran 3 yang menarik dilihat dari angket respon guru dan siswa. Penelitian menggunakan metode penelitian dan pengembangan *Reseach and Development* (R&D) dengan model penelitian Borg and Gall. Penelitian ini dilakukan pada kelas IV A dengan jumlah 29 siswa. Berdasarkan data yang diperoleh peneliti, pada kevalidan media pembelajaran memperoleh 84,72% dengan kategori sangat valid. Keefektifan diukur berdasarkan hasil observasi aktivitas guru mendapatkan persentase 96,25%, observasi aktivitas siswa memperoleh persentase 92,91% dan hasil tes belajar kognitif siswa memperoleh persentase 93,10% dengan kategori sangat efektif. Kemenarikan diukur berdasarkan hasil angket respon guru dengan persentase 98% dan hasil angket respon siswa memperoleh persentase 90,66% dengan kategori sangat menarik.

Kata Kunci: Media Pembelajaran peta budaya (PETAYA) pada tema 7 subtema 1 pembelajaran 3 kelas IV A.

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Advisor: Ana Naimatul Jannah S.Pd., M.Pd.

ABSTRACT

The objectives of this development research are (1) To develop PETAYA class IV A learning media, theme 7, sub-theme 1, learning 3, which is valid in terms of expert validation, (2) To develop learning media PETAYA class IV A theme 7 sub-theme 1 learning 3 which is effective in terms of learning implementation sheets and students' cognitive learning outcomes, (3) To develop PETAYA learning media for class IV A theme 7 sub-theme 1 learning 3 which is interesting seen from teacher and student response questionnaires. The research uses research and development research and development (R&D) methods with the Borg and Gall research model. This research was conducted in class IV A with a total of 29 students. Based on the data obtained by researchers, the validity of learning media obtained 84.72% with a very valid category. Effectiveness is measured based on the results of observations of teacher activity to get a percentage of 96.25%, observations of student activities to get a percentage of 92.91% and results of students' cognitive learning tests to get a percentage of 93.10% with a very effective category. Interestingness was measured based on the results of the teacher's response questionnaire with a percentage of 98% and the results of the student response questionnaire obtained a percentage of 90.66% with a very interesting category.

Keywords: *Cultural map learning media (PETAYA) on the theme of 7 sub-themes 1 of learning 3 class IV A*