

Sukriya Ulfa. 2025. *Pengembangan Modul Ajar Berbantuan Permainan Tanjan Materi Jaring-Jaring Kubus untuk Menstimulasi Visualisasi Spasial Skills Peserta Didik*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Indah Setyo Wardhani

ABSTRAK

Berlatar belakang permasalahan yang ditemukan yaitu visualisasi spasial *skills* peserta didik belum berkembang dengan baik, modul ajar materi jaring-jaring kubus belum melibatkan visualisasi spasial *skills*, dan penelitian terdahulu belum ada yang berfokus pada visualisasi spasial *skills* menjadi dasar dalam mengembangkan modul ajar berbantuan permainan tanjan materi jaring-jaring kubus untuk menstimulasi visualisasi spasial *skills* peserta didik. Penelitian ini bertujuan untuk mengetahui kevalidan, kepraktisan, dan keefektifan modul ajar. Tahapan penelitian menggunakan teori Plomp. Subjek penelitian yang digunakan yaitu 27 peserta didik Kelas V-A. Teknik pengumpulan data yaitu angket, observasi, dan tes. Hasil penelitian menunjukkan bahwa: 1) modul ajar dinyatakan sangat valid dengan perolehan nilai persentase 97,12%; 2) modul ajar praktis dengan perolehan persentase observasi aktivitas guru pertemuan 1 dan 2 sebesar 95% dan 100%; 3) modul ajar dinyatakan efektif karena memenuhi 4 kriteria yaitu: a) visualisasi spasial *skills* peserta didik terstimulasi dengan baik yaitu 85% peserta didik memenuhi tahap visualisasi spasial *skills* berkembang; b) persentase ketuntasan ketuntasan klasikal mencapai 85%; c) respon peserta didik baik dengan perolehan rata-rata nilai 88%; d) aktivitas peserta didik baik dengan perolehan rata-rata nilai pertemuan 1 dan 2 yaitu 95% dan 100%.

Kata kunci: Modul Ajar, Permainan Tanjan, Visualisasi Spasial *Skills*

Sukriya Ulfa. 2025. *Development of Teaching Module Assisted Game-Tanjan on Cube Nets to Stimulate Students' Visualization Spatial Skills*. Thesis, Primary School Teacher Education Program, Faculty of Teacher Training and Education, Trunojoyo University Madura. Advisor: Indah Setyo Wardhani

ABSTRACT

The background of this study is that student visualization spatial skills have not developed well, the teaching module for cube nets doesn't involve spatial visualization skills, and previous studies haven't focused on visualization spatial skills as a basis for developing of teaching module assisted game-tanjan on cube nets to stimulate students' visualization spatial skills. This study aims to determine the validity, practicality, and effectiveness of the teaching module. The research stages use Plomp's theory. The research subjects were 27 students in Class V-A. The data collection techniques were questionnaires, observations, and test. The results of the study show that: 1) the teaching module is highly valid, with a score of 97.12%; 2) it is practical, with observation of teacher activities scores is 95% and 100% for sessions 1 and 2, respectively; 3) it is effective, as evidenced by four criteria: a) 85% of students reached the developing visualization spatial skills stage; b) classical mastery percentage was 85%; c) students' responses averaged 88%, it's mean good; d) student activity were good with scores were 95% and 100% for sessions 1 and 2.

Keywords: *Teaching Module, Tanjan Game, Visualization Spatial Skills*