

Robbani Afirullah. 2023. *Pengembangan media 3D Papan Panjat Pinang Pintar (PAJAPINAR) Tema 1 Subtema 1 Pembelajaran 2 kelas V SDN Pragaan Laok III Sumenep*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Fachrur Rozie, S.Pd., M.Pd.

## ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media 3 dimensi papan panjat pinang pintar (PAJAPINAR) yang valid, efektif, dan menarik di kelas V SDN Pragaan Laok III Sumenep. Penelitian pengembangan ini menggunakan model *Borg and Gall*. Berdasarkan validasi ahli media pembelajaran, validasi ahli desain pembelajaran, dan validasi ahli materi diperoleh rata-rata hasil persentase keseluruhan kevalidan sebesar 80% dengan kategori valid. Keefektifan produk dapat dilihat dari observasi aktivitas guru kelompok kecil sebesar 90% dengan kategori sangat efektif, observasi siswa kelompok kecil memperoleh nilai 98,12% dengan kategori sangat efektif, hasil belajar siswa diperoleh nilai sebesar 100% dengan kategori sangat efektif. Hasil keefektifan uji coba produk kelompok besar dilihat dari hasil observasi aktivitas guru sebesar 95% dengan kategori sangat efektif, hasil belajar siswa kelompok besar sebesar 98,23%, dan hasil tes belajar siswa memperoleh nilai sebesar 100% dengan kategori sangat efektif. Hasil kemenarikan dilihat dari angket respon siswa terhadap media papan panjat pinang pintar, hasil uji kemenarikan pada uji coba kelompok kecil mendapatkan nilai sebesar 98,12%, dengan kriteria sangat menarik dan pada uji coba kelompok besar mendapatkan nilai sebesar 98,67% dengan kategori sangat menarik. Sehingga dapat disimpulkan bahwa media papan panjat pinang pintar layak untuk digunakan

**Kata Kunci : Media Pembelajaran, Penelitian, Pengembangan, Hasil Data, Media pajapinar.**

## **ABSTRACT**

This study aims to develop a valid, effective, and attractive 3-dimensional climbing board (PAJAPINAR) media for class V SDN Pragaan Laok III Sumenep. This development research uses the Borg and Gall model. Based on the validation of learning media experts, validation of learning design experts, and validation of material experts obtained an average percentage of validity of 80% with a valid category. The effectiveness of the product can be seen from the observation of the small group teacher activity of 90% in the very effective category, the small group student observations obtained a score of 98.12%. with a very effective category, student learning outcomes obtained a value of 100% with a very very effective category. The results of the effectiveness of large group product trials can be seen from the results of observations of teacher activity by 95% in the very effective category, student learning outcomes in large groups by 98.23%, and student learning test results obtaining a value of 100% with a very effective category, student learning outcomes obtained a value of 100% with a very very effective category. The results of the effectiveness of large group product trials can be seen from the results of observations of teacher activity by 95% in the very effective category, student learning outcomes in large groups by 98.23%, and student learning test results obtained a value of 100% with a very effective category. The results of attractiveness can be seen from the student response questionnaire to the smart areca climbing board media, the results of the kemenrikan test in the small group trial obtained a score of 98.12%, with very interesting criteria and in the large group trial a score of 98.67% was in the very increasing category. So it can be concluded that the smart areca climbing board media is feasible to use.

**Keywords: Learning Media, Research, Development, Data Results, Pajapinar Media.**