

Ach Rusadi. 2019. *Pengembangan Media 3D Papan Panjat Pinang (PAJAPIN) pada Tema 1 Subtema 1 Pembelajaran 2 Kelas V SDN Lombang Dajah 1*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I Andika Adinanda S. S.Pd., M.Pd. Pembimbing II Umi Hanik S.Pd., M.Pd.

## **ABSTRAK**

Penelitian pengembangan bertujuan menghasilkan media 3D PAJAPIN pada tema 1 subtema 1 pembelajaran 2 kelas V serta mengetahui kevalidan, keefektifan dan ketertarikan siswa pada media 3D PAJAPIN. Penelitian pengembangan menggunakan model Borg and Gall. Langkah-langkah pengembangan ini yaitu 1) Potensi dan masalah, 2) Pengumpulan data, 3) Desain Produk, 4) Validasi desain, 5) Perbaikan desain, 6) Uji coba produk, 7) Revisi produk, 8) Uji coba pemakaian, 9) Revisi produk tahap akhir, 10) Produksi massal. Penelitian ini dilaksanakan di kelas V SDN Lombang Dajah 1. Media yang dikembangkan diuji kevalidannya melalui validasi ahli yaitu ahli desain pembelajaran, ahli materi pembelajaran, ahli bahasa dan ahli media pembelajaran. Subjek penelitian uji kelompok kecil berjumlah 6 siswa dan pada uji coba kelompok besar 22 siswa. Hasil penelitian pengembangan menunjukkan skor total validasi ahli desain, validasi ahli materi, validasi ahli bahasa dan validasi ahli media pembelajaran memperoleh skor 77,54% (valid). Efektivitas media pembelajaran dilihat dari lembar tes siswa memperoleh skor 90,90% (Tuntas). Ketertarikan siswa terhadap media dilihat dari respon siswa memperoleh skor 99,00% (sangat tertarik). Berdasarkan hasil tersebut menunjukkan media 3D PAJAPIN dinyatakan valid, efektif dan siswa tertarik sehingga media layak digunakan sebagai media pembelajaran pada materi tema 1 subtema 1 pembelajaran 2 di Sekolah Dasar kelas V.

**Kata Kunci :** *Pengembangan, Media 3D, PAJAPIN, Tema 1 Subtema 1 Pembelajaran 2.*

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### **ABSTRACT**

The development research aims to produce PAJAPIN 3D media on theme 1 sub-theme 1 learning 2 class V and know the validity, effectiveness, and interest of students in 3D PAJAPIN media. The development research uses the Borg and Gall model. The steps of this development are 1) Potential and problems, 2) Data collection, 3) Product design, 4) Design validation, 5) Design improvement, 6) Product trial, 7) Product revision, 8) Trial usage, 9 ) Final product revision, 10) Mass production. This research was conducted in class V SDN Lombang Dajah 1. The developed media were tested for validity through expert validation namely learning design experts, learning material experts, language experts, and instructional media experts. The subjects of the small group test were 6 students and large group trials consisted of 22 students. The results of the development research showed the total score of design expert validation, material expert validation, language expert validation and learning media expert validation score of 77.54% (valid). The effectiveness of instructional media seen from the test sheet students obtained a score of 90.90% (Completed). Students' interest in the media can be seen from the responses of students getting a score of 99.00% (very interested). Based on these results it shows that PAJAPIN's 3D media is declared valid, effective and students are interested so that the media is fit to be used as learning media on the theme material 1 sub-theme 1 learning 2 in elementary school grade V.

Keywords: Development, 3D Media, PAJAPIN, Theme 1 Subtheme 1 Learning 2.