

Mazidatur Rohmah, 2017. *Pengembangan Media Pembelajaran Flashcard pada Mata Pelajaran Bahasa Indonesia Materi Mendeskripsikan Ciri-Ciri Binatang Siswa Kelas II SD*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan. Universitas Trunojoyo Madura. Pembimbing I: Sulaiman, S.Pd., M.Pd. Pembimbing II: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRAK

Penelitian pengembangan ini bertujuan untuk mengetahui kelayakan, kepraktisan dan keefektifan media pembelajaran *flashcard*. Model pengembangan yang digunakan adalah model ASSURE, yang terdiri dari tahapan *analyze learner characteristic, state performance objective, select method, media and materials, utilize materials, require learner participation, evaluate and revise*. Subjek coba dilaksanakan pada siswa kelas 2 di SDN Junganyar 2. Instrumen penelitian pengembangan ini menggunakan observasi, wawancara, angket, dan hasil belajar. Teknik analisis data yang digunakan adalah teknik deskriptif kualitatif dan statistik deskriptif. Hasil penelitian pengembangan dari penilaian validasi ahli media pembelajaran sebesar 81,33%, penilaian validasi ahli materi sebesar 98,33%, penilaian observasi keterlaksanaan pembelajaran sebesar 92,37%, angket respon siswa sebesar 97,33%, dan ketuntasan hasil belajar secara klasikal sebesar 86,66%. Berdasarkan hasil penelitian pengembangan, maka media pembelajaran *flashcard* layak, praktis dan efektif digunakan sebagai media pembelajaran untuk siswa kelas II sekolah dasar.

Kata kunci: *pengembangan, media pembelajaran, flashcard, bahasa Indonesia.*

Mazidatur Rohmah, 2017. *Development of Flashcard Learning Media on Indonesian Subjects Material Describing the Characteristic of Animals of Second Grade Students of Elementary School*. Thesis. Elementary School Teacher Education Study Program. Faculty of Education. University of Trunojoyo Madura. Advisor I: Sulaiman, S.Pd., M.Pd. Advisor II: Andika Adinanda Siswoyo, S.Pd., M.Pd.

ABSTRACT

This research and development aims to see the advisability, practically and effectiveness of flashcard learning media. The development model used is ASSURE, ASSURE development stages are analyze learner characteristic, state performance objective, select method media and materials, utilize materials, require learner participation, evaluate and revise. Subject experiment for second grade elementary school students in SDN Junganyar 2. Instruments in this development use observation, interviews, questionnaires, and outcome of the learning. Data analysis technique used is descriptive qualitative and descriptive statistic. The result of research of the developing of the rating validation of expert media learning is 81.33%, the validation of the material expert is 98.33%, the observation of the learning implementation is 92,37%, the student answer questionnaire is 97,33%, and the completeness learning result in a classical manner is 86,66%. Based on research and development results, show that flashscard learning media is reasonable, practical and effective to be used as a media of learning for second grade elementary school students.

Keywords: *Development, Learning media, flashcard, Indonesian language.*