

Sari, Putri Diana. 2017. *Pengembangan Media Pembelajaran Playing Education Cards untuk Meningkatkan Hasil Belajar IPA Siswa Kelas III SDN Sambungrejo Sidoarjo*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: (1) Indah Setyo Wardhani, S.Pd., M.Pd. (2) Fachrur Rozie, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan media pembelajaran IPA materi penggolongan hewan berdasarkan makanannya di kelas III SDN Sambungrejo Sidoarjo, media pembelajaran yang disusun diharapkan memenuhi aspek kelayakan, kemenarikan, dan keefektifan. Jenis penelitian ini adalah penelitian dan pengembangan dengan mengacu pada langkah modifikasi dari model pengembangan 4D. Pelaksanaan penelitian terdiri atas langkah-langkah sebagai berikut: 1) pendefinisian, dengan menganalisis permasalahan melalui observasi kelas, mengkaji perkembangan dan karakteristik siswa SD, dan kemudian memilih media pembelajaran; 2) perancangan produk, dengan menyusun konsep rancangan media, mengumpulkan bahan yang dibutuhkan; 3) pengembangan produk, membuat produk yang telah dirancang, melakukan validasi kelayakan produk, dan uji coba produk. Hasil penelitian ini berupa media pembelajaran *Playing Education Cards* pada mata pelajaran IPA untuk siswa kelas III SD. Media pembelajaran yang dikembangkan peneliti ditinjau dari aspek kelayakan, kemenarikan, efektivitas termasuk kategori sangat baik. Secara keseluruhan dapat disimpulkan media pembelajaran *Playing Education Cards* pada mata pelajaran IPA untuk siswa kelas III SD telah memenuhi kelayakan, kemenarikan, dan keefektifan. Sebanyak 99% siswa merespon positif penggunaan media pembelajaran *Playing Education Card* dalam proses pembelajaran. Hasil belajar siswa menunjukkan 88% siswa telah memenuhi kriteria ketuntasan minimal dan peningkatan hasil belajar siswa jika dibandingkan dengan nilai sebelumnya adalah 34%.

Kata kunci: *Playing Education Cards*, IPA, Hasil Belajar

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ABSTRACT

The purpose of the research is to development a media of sains learning terminology animals based on food in the class III SDN Sambungrejo Sidoarjo, Media of learning composed is expected to meet the aspects of the advisability, the attractively, and the effectiveness of media. The kind of study is the research and development with referring to the modifications from the model development 4D. The implementation of the study consist of measures as follows: 1) definition, to analyze problems through observations class, examines the development and the characteristics of elementary school students, and then choose media of learning; 2) design product, with the concept of the design of the media, collecting materials that are needed; 3) develop of the product, made a product that has been designed, do validation the feasibility of the product, then do trials the product. The result of media *Playing Education Cards* in the subjects sains education to student III SD. Media of learning developed researches been reviewed from aspects of the advisability, the attractively, and the effectiveness of media of including the category are very good. Overall can be concluded that medium of learning *Playing Education Cards* in the subjects sains education to the students III SD has meet the the advisability, the attractively, and the effectiveness of media of. As much as 99% students are respond positively the use of media *Playing Education Cards* in the learning process. The result of learning students is 88% has met a minimum criteria and increase in the result of learning if compared with the value of earlier is 34%.

Key words: *Playing Education Cards*, IPA, The Result Of Learning