

Shofia Maghfiroh. 2020. *Pengembangan Media Pembelajaran Ular Tangga pada Materi Bumi dan Dinamikanya*. Skripsi, Program Studi Pendidikan IPA, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Fatimatul Munawaroh, S.Si., M.Si dan Pembimbing 2: Irsad Rosidi, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk mengetahui tingkat kelayakan dan validitas pada pengembangan media pembelajaran ular tangga materi Bumi dan dinamikanya. Pada penelitian ini menggunakan model pengembangan ADDIE (*Analysis, Design, Development, Implementation, Evaluation*) dan dilaksanakan di SMPN 1 Diwek Jombang dengan populasi seluruh siswa kelas VII. Sampel yang digunakan adalah 10 siswa kelas VII. Validitas media pembelajaran ular tangga diujicobakan kepada tiga validator yaitu ahli materi, ahli media, dan guru. Berdasarkan hasil penelitian yang telah dilakukan, dapat disimpulkan bahwa: (1) hasil perhitungan rata-rata gabungan para ahli mendapatkan nilai reliabilitas sebesar 86% berada pada kriteria reliabel yaitu media sangat layak digunakan dan hasil angket respon siswa sebesar 83,25 % menunjukkan respon yang positif (2) media pembelajaran ular tangga berada pada kriteria sangat valid dengan rata-rata persentase 87% berdasarkan data tersebut menunjukkan bahwa media pembelajaran ular tangga layak digunakan dan diimplementasikan di sekolah.

Kata kunci : Media pembelajaran, ular tangga, ADDIE.

Shofia Maghfiroh. 2020. Development of Snake and Ladder Learning Media on Earth Material and its Dynamics. Thesis, Natural Science Education Study Program, Education Faculty, University of Trunojoyo Madura. 1st Advisor: Fatimatul Munawaroh, S.Si., M.Si and 2nd Advisor: Irsad Rosidi, S.Pd., M.Pd.

ABSTRACT

This research aimed to find out the level of eligibility and validity in the development of snake and ladder learning media on earth material and its dynamics. This research used ADDIE (Analysis, Design, Development, Implementation, Evaluation) development model and was conducted at SMPN 1 Diwek Jombang. The population was all seventh grade students. The sample was ten students of class seventh. The validity of snake and ladder learning media was tested on three validators, material expert, media expert, and teacher. Based on the research conducted, it could be concluded that: (1) the results of the calculation form combined average by the experts get a reliability percentage was 86% is on the reliable criteria that is the media is very feasible to use and the results of the student questionnaire responses of 83,25% showed a positive response (2) the learning media snakes and ladders are very valid criteria with and average percentage of 87% based on these data shows that snake and ladder learning media is appropriate to be used and implemented in schools.

Key Word : Learning media, Snake and Ladder, ADDIE.