

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan perangkat pembelajaran model pembelajaran *Contextual Teaching and Learning (CTL)* berbantuan media *Mind Mapping* untuk meningkatkan hasil belajar siswa pada materi sistem memori komputer. Penelitian ini dilatar belakangi oleh belum adanya acuan untuk mengembangkan perangkat model pembelajaran, model pembelajaran yang digunakan guru merupakan model pembelajaran konvensional dengan metode ceramah, daya ingat siswa juga kurang, sehingga harus sering mengulang materi pelajaran. Jenis penelitian ini merupakan penelitian pengembangan produk. Produk yang dikembangkan dalam penelitian ini meliputi RPP, LKK, THB yang diuicobakan pada 20 siswa kelas X TKJ SMKS Al-Hikam, Burneh, Bangkalan, untuk mengetahui validitas, keterbacaan, kelayakan, kepraktisan, dan efektifitas pada mata pelajaran sistem komputer. penelitian pengembangan ini dirancang dengan menggunakan tahap-tahap model pengembangan 4-D, yaitu tahap *define*, *design*, *develop*, dan *disseminate*. Hasil penelitian menunjukkan kualitas produk yang dihasilkan berdasarkan aspek kevalidan RPP 82,40%, LKK 86,06%, DAN THB 91,67%. Berdasarkan aspek keterbacaan RPP 95,3%, LKK 88%, dan THB 88%. Berdasarkan aspek kepraktisan berdasarkan penilaian siswa 85,6%. Sedangkan untuk aspek kelayakan dan efektifitas perangkat tidak bisa dilaksanakan karena sekolah diliburkan menerapkan pembelajaran jarak jauh akibat pandemi COVID 19.

Kata kunci : RPP, LKK, THB, *CTL*, *Mind Mapping*

ABSTRACT

This study aims to develop learning models of contextual teaching and learning (CTL) learning models supported by Mind Mapping media to improve student learning outcomes in computer memory system material. This research is motivated by the absence of a reference to develop a learning model device, the learning model used by teachers is a conventional learning model with lecture methods, students' memory is also lacking, so they must repeat the subject matter frequently. This type of research is product development research. The products developed in this study include RPP, LKK, THB which were tested on 20 students of class X TKJ Al-Hikam, Burneh, Bangkalan, to know the validity, readability, feasibility, practicality, and effectiveness in computer system subjects. This development research was designed using the stages of the 4-D development model, namely the stages of define, design, develop, and disseminate. The results showed the quality of the products produced was based on the validity aspects of RPP 82.40%, LKK 86.06%, and THB 91.67%. Based on the readability aspect of RPP 95.3%, LKK 88% and THB 88%. Based on aspects of practicality based on student assessment 85.6%. As for aspects of the appropriateness and effectiveness of the device, it cannot be implemented because schools are closed for applying distance learning due to the COVID 19 pandemic.

Keywords: RPP, LKK, THB, CTL, Mind Mapping