

ABSTRAK

Tujuan penelitian pengembangan ini adalah (1) mengetahui kevalidan bahan ajar komik, (2) mengetahui keefektifan bahan ajar komik, (3) mengetahui kemenarikan bahan ajar komik untuk kelas IV SDN Bakalanpule 2 Lamongan. Peneliti mengembangkan ini menggunakan model pengembangan 4D, *Define* (Pendefinisian), *Design* (Perencanaan), *Develop* (Pengembangan) dan *Disseminate* (Penyebarluasan). Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa presentase rata-rata bahan ajar komik sebesar 91,0% dalam kategori sangat valid. Keefektifan bahan ajar komik diukur berdasarkan Lembar observasi aktivitas guru mendapatkan presentase sebesar 78,56% dengan kategori aktif. lembar observasi aktivitas siswa mendapatkan presentase sebesar 86,10% dengan kategori sangat aktif. Presentase hasil belajar siswa pada uji coba lapangan terbatas diperoleh presentasi ketuntasan belajar sebesar 100% dengan kategori sangat tuntas. Dengan demikian, maka bahan ajar komik dikatakan efektif digunakan pada uji coba lapangan terbatas. Kemenarikan diukur dari hasil angket respon siswa uji coba lapangan terbatas sebesar 93,75% dengan kategori sangat menarik. Berdasarkan hasil penelitian maka bahan ajar komik valid, efektif dan menarik digunakan pada Tema 7 Subtema 1 Kelas IV SDN Bakalanpule 2 Lamongan.

Kata Kunci : Pengembangan Bahan Ajar Komik Tema 7 Subtema 1 Kelas IV SDN Bakalanpule 2 Lamongan.

ABSTRACT

The purpose of this research development is (1) knowing the validity of comic teaching materials, (2) knowing the effectiveness of comic teaching materials, (3) knowing the attractiveness of comic teaching materials for class IV SDN Bakalanpule 2 Lamongan. Researchers developed this using the 4D development model, Define, Design, Develop and Disseminate. Based on the results of research conducted, the results obtained that the average percentage of comic teaching materials by 91.0% in the category is very valid. The effectiveness of the comic teaching materials diukuBased on the observation sheet teacher activities get a percentage of 78.56% with the active category. Student activity observation sheets get a percentage of 86.10% with active categories. The percentage of student learning outcomes in limited field trials obtained a presentation of learning completeness by 100% with a very complete category. Thus, the comic teaching material is said to be effectively used in learning. The attractiveness is measured from the results of the student response questionnaire of 93.75% with a very interesting category. Based on the results of the study, the comic teaching materials are valid, effective and interesting used in Theme 7 Subtheme 1 Class IV SDN Bakalanpule 2 Lamongan.

Keywords :Development of Comic Teaching Materials in Theme 7 Subtheme 1 Class IV SDN Bakalanpule 2 Lamongan.