

Tujuan penelitian pengembangan ini adalah untuk (1) mengembangkan media kotak belajar pada materi perubahan wujud benda dan sifatnya tema 7 subtema 1 kelas V UPT SDN 20 Gresik, (2) mengetahui kevalidan, keefektifan dan kemenarikan media kotak belajar pada materi perubahan wujud benda dan sifatnya tema 7 subtema 1 kelas V UPT SDN 20 Gresik. Penelitian ini menggunakan model ADDIE (Analyze, Design, Development, Implementation and Evaluation). Berdasarkan hasil penelitian yang telah dilaksanakan, memperoleh presentase untuk kevalidan dari media pembelajaran kotak belajar dilihat dari hasil validasi ahli yaitu ahli media dengan persentase 100% dalam kategori sangat valid, desain pembelajaran dengan persentase 82,5% dalam kategori sangat valid dan ahli materi pembelajaran dengan persentase 95% dalam kategori sangat valid kemudian mendapat rata rata presentase 92,5% dalam kategori "sangat valid". Keefektifan media diukur dari lembar observasi keterlaksanaan pembelajaran dengan presentase rata rata "94,95% dalam kategori aktif dan hasil belajar peserta didik 100% dengan kategori peserta didik secara klasikal tuntas. Sehingga dapat disimpulkan media kotak belajar efektif untuk digunakan pada saat pembelajaran di kelas. Kemenarikan diukur dari presentase hasil angket respon peserta didik sebesar 99% dengan kategori menarik, angket respon guru "90%" dengan kategori menarik dan kemudian dirata rata memperoleh presentase "94,5%" dengan kategori "menarik". Berdasarkan hasil penelitian maka media pembelajaran kotak belajar sangat valid, efektif dan menarik digunakan pada kelas 5 tema 7 subtema 1 pembelajaran 1 dan 2 UPT SDN 20 Gresik.

The purpose of this development research was to (1) develop learning media boxes on material changes in the form of objects and their properties, theme 7 sub-themes 1 class V UPT SDN 20 Gresik, (2) find out the validity, effectiveness and attractiveness of learning media boxes on material changes in the form of objects and their properties theme 7 sub-theme 1 class V UPT SDN 20 Gresik. This research uses the ADDIE model (Analyze, Design, Development, Implementation and Evaluation). Based on the results of the research that has been carried out, obtaining a percentage for the validity of learning box learning media is seen from the results of expert validation, namely media experts with a percentage of 100% in the very valid category, learning design with a percentage of 82.5% in the very valid category and learning material experts with a percentage of 95% in the very valid category then gets an average percentage of 92.5% in the "very valid" category. The effectiveness of the media is measured from the observation sheet of the implementation of learning with an average percentage of "94.95% in the active category and 100% student learning outcomes with the classically complete student category. So that it can be concluded that learning media is effective for use when learning in class. Attractiveness is measured from the percentage of students' response questionnaires by 99% with the interesting category, the teacher's response questionnaire "90%" with the interesting category and then the average percentage gets "94.5%" with the "interesting" category. Based on the results of the research, the study box learning media is very valid, effective and interesting to use in class 5 theme 7 sub-theme 1 learning 1 and 2 UPT SDN 20 Gresik.