

ABSTRAK

Penelitian ini bertujuan untuk mengembangkan e-modul berbasis Warisan Budaya Tak Benda (WBTB) Lamongan yang valid, praktis, dan efektif pada tema 3 subtema 1 kelas V sekolah dasar. Penelitian ini menggunakan model pengembangan 4D dengan 4 tahapan, yaitu (1) *define* (pendefinisian), (2) *design* (perencanaan), (3) *develop* (pengembangan), dan (4) *disseminate* (penyebarluasan). Subjek penelitian ini adalah siswa kelas V SDN I Tambakrigadung. Berdasarkan hasil validasi ahli bahasa, ahli materi, ahli desain bahan ajar, dan ahli desain pembelajaran diperoleh hasil rata-rata sebesar 88,4% dengan kriteria sangat valid. Hasil kepraktisan diperoleh dari keterlaksanaan pembelajaran melalui lembar observasi aktivitas guru dan lembar observasi aktivitas siswa sebesar 97,3% dengan kriteria sangat praktis. Hasil keefektifan diperoleh dari hasil belajar siswa. Ketuntasan siswa menunjukkan persentase 100% dengan kriteria ketuntasan klasikal $\geq 85\%$ memenuhi KKM. Dapat disimpulkan bahwa pengembangan e-modul berbasis Warisan Budaya Tak Benda (WBTB) Lamongan tema 3 subtema 1 layak digunakan dalam pembelajaran.

Kata Kunci: e-modul, sekolah dasar, Warisan Budaya Tak Benda (WBTB) Lamongan

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ABSTRACT

This research aims to develop e-modules based on the Lamongan Intangible Cultural Heritage (WBTB) that are valid, practical, and effective on theme 3, sub-theme 1 of grade V elementary school. This study uses a 4D development model with 4 stages, namely (1)define (definition), (2)design (planning), (3)develop (development), and (4)disseminate (dissemination). The subjects of this study were fifth grade students at SDN I Tambakrigadung. Based on the validation results of linguists, material experts, teaching material design experts, and learning design experts, the average result is 88.4% with very valid criteria. Practical results were obtained from the implementation of learning through teacher activity observation sheets and student activity observation sheets of 97.3% with very practical criteria. Effectiveness results obtained from student learning outcomes. Student completeness shows a percentage of 100% with classical completeness criteria $\geq 85\%$ fulfilling the KKM. It can be concluded that the development of an e-module based on the Lamongan Intangible Cultural Heritage (WBTB) theme 3 sub-theme 1 is appropriate for use in learning.

Keywords: *e-module, elementary school, Lamongan Intangible Cultural Heritage (WBTB).*