

ABSTRAK

Tujuan penelitian pengembangan ini yaitu (1) Untuk mengetahui kevalidan Modul Wisata Edukasi Museum Cakraningrat Kabupaten Bangkalan Pada Tema 1 Subtema 1 Kelas IV SDN Patereman 2 yang dilihat dari validasi ahli, (2) Untuk mengetahui keefektifan Modul Wisata Edukasi Museum Cakraningrat Kabupaten Bangkalan Pada Tema 1 Subtema 1 Kelas IV SDN Patereman 2 yang dilihat dari hasil lembar observasi aktivitas guru, lembar observasi aktivitas siswa, dan hasil belajar, (3) Untuk mengetahui kemenarikan Modul Wisata Edukasi Museum Cakraningrat Kabupaten Bangkalan Pada Tema 1 Subtema 1 Kelas IV SDN Patereman 2 yang dilihat dari angket respon guru dan angket respon siswa. Penelitian ini menggunakan metode penelitian dan pengembangan *Research and Development* (R&D) dengan model penelitian 4D. Penelitian ini dilakukan pada kelas IV dengan jumlah 26 siswa. Berdasarkan data yang diperoleh peneliti, pada kevalidan Modul ajar memperoleh presentase 88,3% dengan kategori sangat valid. Keefektifan diukur berdasarkan hasil observasi aktivitas guru memperoleh presentase 97,4%, observasi aktivitas siswa memperoleh presentase 98,4%, dan hasil belajar memperoleh presentase sebesar 90% siswa tuntas dengan kategori sangat efektif. Kemenarikan diukur berdasarkan hasil angket respon guru yang memperoleh hasil presentase sebesar 92,5% dengan kategori sangat menarik. Hasil angket respon siswa dengan presentase 98,5% dengan kategori sangat menarik.

Kata Kunci: Modul, Museum Cakraningrat, Kabupaten Bangkalan

ABSTRACT

The objectives of this research and development are (1) To find out the validity of Educational Tourism Module Cakraningrat Museum Bangkalan Regency for Theme 1 Sub-theme 1 Class IV seen from expert validation, (2) To find out the effectiveness of Educational Tourism Module Cakraningrat Museum Bangkalan Regency for Theme 1 Sub-theme 1 Class IV seen from the result of teacher activity observation sheets, student activity observation sheets and student learning outcomes, (3) To find out the attractiveness of Educational Tourism Module Cakraningrat Museum Bangkalan Regency for Theme 1 Sub-theme 1 Class IV as seen from the teacher and student response questionnaire. The research uses Research and Development (R&D) research and development methods with the 4D research model. This research was conducted in class IV with a total of 26 students. Based on the data obtained by researchers, the validity of learning module obtained a percentage of 88,3% with a very valid category. Effectiveness is measured based on the result of observations of teacher activities to get a percentage 97,4%, observations of student activities to get a percentage of 98,4% and student learning outcomes to get a percentage of 90% of student complete with a very effective category. Attractiveness was measured based on the result of the teacher response questionnaire which obtained a percentage 92,5% in the very attractive category. The result of the student response questionnaire with a percentage showing 98,5% with a very interesting category.

Keywords: Module, Cakraningrat Museum, Bangkalan Regency