

ABSTRAK

Modul sebuah bentuk penyajian media bahan ajar belajar mandiri yang disusun sistematis dan disajikan secara cetak dan non cetak. Tujuan penelitian pengembangan ini untuk mengetahui kevalidan, kemenarikan, dan keefektifan modul berbasis cerita bergambar tema 2 subtema 3 kelas II UPTD SDN Socah 3. Penelitian pengembangan ini menggunakan model 4D yang terdiri dari 4 tahapan, yaitu *define*, *design*, *development*, dan *disseminate*. Subjek penelitian ini adalah siswa kelas II UPTD SDN Socah 3. Kevalidan modul diperoleh dari validator ahli materi sebesar 91.67%, ahli bahan ajar sebesar 88.75%, ahli desain pembelajaran sebesar 96.67%, dan memperoleh presentase sebesar 92.36% dengan kategori sangat valid. Presentase kemenarikan diperoleh dari angket respon respon guru dan siswa sebesar 98.42% dengan kriteria menarik. Presentase keefektifan dari modul berbasis cerita bergambar diperoleh dari lembar observasi aktivitas guru sebesar 100%, lembar observasi aktivitas siswa 98.56%, dan Hasil belajar siswa pada kriteria ketuntasan klasikal sebesar 98.8%. Berdasarkan hasil penelitian maka bahan ajar modul berbasis cerita bergambar valid, menarik dan efektif sehingga dapat digunakan dalam pembelajaran tema 2 subtema 3 kelas II UPTD SDN Socah 3.

Kata kunci : Modul, Cerita Bergambar, Siswa

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ABSTRACT

Module is a form of media presentation of independent learning teaching materials which are systematically arranged and presented in print and non-print. The purpose of this development research was to determine the validity, attractiveness, and effectiveness of the pictorial story-based module theme 2 sub-theme 3 class II UPTD SDN Socah 3. This development research used the 4D model which consisted of 4 stages, namely define, design, development, and disseminate. The subjects of this study were class II UPTD SDN Socah 3 students. The validity of the module was obtained from material expert validators of 91.67%, teaching materials experts of 88.75%, learning design experts of 96.67%, and obtaining a percentage of 92.36% with a very valid category. The attractiveness percentage was obtained from the teacher and student response questionnaire of 98.42% with interesting criteria. The percentage of effectiveness of the picture story-based module was obtained from the teacher activity observation sheet of 100%, the student activity observation sheet was 98.56%, and student learning outcomes on classical completeness criteria were 98.8%. Based on the results of the research, the picture story-based module teaching materials are valid, interesting and effective so that they can be used in learning theme 2 sub-theme 3 class II UPTD SDN Socah 3.

Keywords: *Module, Picture Story, Students*