

Husniatun Na'miyah. 2026. *Pengembangan Media Interaktif Berbasis Spinning Wheel Kelas IV UPTD SDN Moarah 01 Klampis*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Pembimbing: Ika Dian Rahmawati

ABSTRAK

Abstrak: Penelitian ini bertujuan untuk mengembangkan media interaktif berbasis *spinning wheel* pada materi siklus hidup makhluk hidup untuk siswa kelas IV sekolah dasar serta mengetahui tingkat kevalidan media yang dikembangkan. Penelitian ini menggunakan metode *Research and Development* (R&D) dengan model pengembangan ADDIE yang dibatasi sampai tahap *development*. Tahapan penelitian meliputi *analyze*, *design*, dan *development*. Pada tahap *analyze* dilakukan analisis materi, karakteristik siswa, analisis permasalahan serta analisis media pembelajaran. Tahap *design* meliputi perancangan tampilan media, penyusunan materi, kisi-kisi soal, latihan soal, dan instrumen validasi. Tahap *development* dilakukan dengan merealisasikan rancangan menjadi produk media interaktif berbasis *spinning wheel* dan melakukan validasi oleh ahli materi, ahli media, dan ahli penyajian. Hasil validasi menunjukkan bahwa media memperoleh persentase sebesar 92,72% dari ahli materi dengan kategori sangat valid, 93,33% dari ahli media dengan kategori sangat valid, dan 100% dari ahli penyajian dengan kategori sangat valid. Berdasarkan hasil tersebut, media interaktif berbasis *spinning wheel* dinyatakan valid dan dapat digunakan sebagai media pembelajaran IPAS pada materi siklus hidup makhluk hidup di kelas IV sekolah dasar.

Kata kunci: media interaktif, *spinning wheel*, IPAS, siklus hidup makhluk hidup, ADDIE.

Husniatun Na'miyah. 2026. *Development of Spinning Wheel-Based Interactive Media for Fourth Grade at UPTD SDN Moarah 01 Klampis*. Undergraduate Thesis, Elementary School Teacher Education Study Program, Faculty of Teacher Training and Education, Universitas Trunojoyo Madura. Advisor: Ika Dian Rahmawati.

ABSTRACT

Abstract: This study aims to develop an interactive learning media based on a spinning wheel for the life cycle of living things material for fourth-grade elementary school students and to determine the validity level of the developed media. This study used the Research and Development (R&D) method with the ADDIE development model limited to the development stage. The research stages included analyze, design, and development. The analyze stage consisted of material analysis, student characteristics analysis, problem analysis, and learning media analysis. The design stage included designing the media appearance, preparing learning materials, question grids, practice questions, and validation instruments. The development stage was carried out by realizing the design into a spinning wheel-based interactive media product and conducting validation by material experts, media experts, and presentation experts. The validation results showed that the media obtained a percentage of 92.72% from material experts with a very valid category, 93.33% from media experts with a very valid category, and 100% from presentation experts with a very valid category. Based on these results, the spinning wheel-based interactive media was declared valid and feasible to be used as a learning media for science and social studies (IPAS) on the life cycle of living things material for fourth-grade elementary school students.

Keywords: interactive media, spinning wheel, IPAS, life cycle of living things, ADDIE.