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ABSTRAK

Media *puzzle* konteks Kuliner Kaldu Kokot untuk meningkatkan literasi sains siswa adalah media pembelajaran yang diintegrasikan dengan kearifan lokal berupa kuliner. Media *puzzle* dikembangkan menggunakan aplikasi *canva*, *website Hyzine*, dan aplikasi *Youtube*. Materi yang dikaji pada media *puzzle* yaitu unsur, senyawa, dan campuran. Penelitian ini bertujuan mengetahui kevalidan media, peningkatan literasi sains siswa, dan respons siswa. Penelitian ini menggunakan model ADDIE (*analyze, design, development, implementation, and evaluation*). Sampel pada penelitian ini yaitu pada uji coba perorangan sebanyak 3 siswa, uji coba kelompok kecil sebanyak 8 siswa kelas IX-C, dan uji coba kelompok besar sebanyak 22 siswa kelas VIII-C. Instrumen pada penelitian ini yaitu lembar validasi ahli media, ahli materi, tes literasi sains, dan angket respons siswa. Berdasarkan hasil penelitian menunjukkan bahwa media *puzzle* memperoleh rata-rata validitas media 90,28% dengan kriteria sangat valid, rata-rata validitas materi 90,28% kriteria sangat valid. Hasil tes literasi sains mengalami peningkatan dengan skor *N-Gain* sebesar 0,59 dengan kategori sedang. Hasil respons siswa terhadap media *puzzle* pada tahap implementasi sebesar 86,53% dengan kriteria sangat baik. Kesimpulan pada penelitian ini yaitu media *puzzle* konteks kuliner Kaldu Kokot valid diimplementasikan dan dapat meningkatkan literasi sains siswa.

Kata Kunci: Kuliner Kaldu Kokot, Literasi Sains, dan Media *puzzle*

Widia. 2026. *Development of Culinary Context Puzzle Media of kokot Broth to Improve Students' Science Literacy*, Thesis, Science Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University, Madura. Supervisor: Dwi Bagus Rendy Astid Putera.

ABSTRACT

The Kaldu Kokot Culinary context puzzle media to improve students' scientific literacy is a learning media integrated with local wisdom in the form of culinary. The puzzle media was developed using the Canva application, the Hyzine website, and the Youtube application. The materials studied in the puzzle media are elements, compounds, and mixtures. This study aims to determine the validity of the media, improve students' scientific literacy, and student responses. This study uses the ADDIE model (analyze, design, development, implementation, and evaluation). The sample in this study was an individual trial of 3 students, a small group trial of 8 students of grade IX-C, and a large group trial of 22 students of grade VIII-C. The instruments in this study were validation sheets from media experts, material experts, science literacy tests, and student response questionnaires. Based on the results of the study, it shows that the puzzle media obtained an average media validity of 90.28% with very valid criteria, and an average material validity of 90.28% with very valid criteria. The results of the science literacy test increased with an N-Gain score of 0.59 with a moderate category. The results of student responses to the puzzle media during the implementation stage were 86.53%, with very good criteria. The conclusion of this study is that the Kaldu Kokot culinary context puzzle media is valid for implementation and can improve students' scientific literacy.

Keywords: *Kaldu Kokot Culinary, Scientific Literacy, and Puzzle Media*