

Musdalivah. 2024. *Pengembangan Bahan Ajar Komika (Komik Kita) Sehat Itu Berharga Kelas V SDN Prancak 2 Bangkalan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing : Nilamsari Damayanti Fajrin, S.Pd., M.Pd

ABSTRAK

Tujuan penelitian dan pengembangan ini untuk mengetahui kevalidan, kemenarikan dan keefektifan bahan ajar berbasis komik mata pelajaran IPAS bab 5 topik b. Model pengembangan yang digunakan adalah model 4D dengan tahapan *define, design, development, dissemination*. Kevalidan bahan ajar berbasis komik diperoleh dari hasil validasi ahli materi 92,86%, ahli bahasa 85,72%, ahli desain bahan ajar 87,5% dan ahli desain pembelajaran 95% yang memperoleh rata-rata persentase 90,27% dengan kriteria sangat valid. Kemenarikan produk dilihat dari hasil angket respon siswa dengan persentase 100% dan angket respon guru 92,5% pada uji coba kelompok besar dengan kriteria sangat menarik. Keefektifan produk dilihat dari observasi aktivitas guru sebesar 100% dengan kriteria efektif, observasi aktivitas siswa 100% dengan kriteria efektif, dan tes hasil belajar pada uji coba kelompok besar dengan persentase 100% dan masuk kriteria tuntas. Berdasarkan hasil penelitian maka bahan ajar berbasis komik dinyatakan valid, menarik, dan efektif digunakan pada mata pelajaran IPAS bab 5 topik b kelas V SDN Prancak 2 Bangkalan.

Kata kunci : Bahan Ajar, Berbasis Komik, 4D

Musdalivah. 2024. *Development of Healthy Is Valuable Comica (Our Comics) Teaching Materials for Class V SDN Prancak 2 Bangkalan*. Thesis, Elementary School Teacher Education Study Program, Faculty of Science Education, Trunojoyo University, Madura. Advisor: Nilamsari Damayanti Fajrin, S.Pd., M.Pd

ABSTRACT

The purpose of this research and development is to determine the validity, attractiveness and effectiveness of comic-based teaching materials for the Social Sciences subject chapter 5 topic b. The development model used is a 4D model with the stages define, design, development, dissemination. The validity of comic-based teaching materials was obtained from the validation results of material experts 92.86%, language experts 85.72%, teaching material design experts 87.5% and learning design experts 95% which obtained an average percentage of 90.27% with very good criteria. valid. The attractiveness of the product can be seen from the results of the student response questionnaire with a percentage of 100% and the teacher response questionnaire of 92.5% in large group trials with very attractive criteria. The effectiveness of the product can be seen from observing teacher activities at 100% with effective criteria, observing student activities at 100% with effective criteria, and learning outcomes tests in large group trials with a percentage of 100% and entering the complete criteria. Based on the research results, comic-based teaching materials were declared valid, interesting and effective for use in the science and science subject chapter 5 topic b class V at SDN Prancak 2.

Keywords: *Teaching Materials, Comic Based, 4D*