

Indrastuti Ratih Fidela. 2026. *Pengembangan LKPD IPAS Berbasis Role Playing Pada Kelas IV Materi Kegiatan Jual Beli SDN Sukolilo Barat 1*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Trunojoyo Madura. Dr. Widya Trio Pangestu, M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya hasil belajar IPAS siswa kelas IV SDN Sukolilo Barat 1 (rata-rata sumatif semester 1 hanya 34%) akibat pembelajaran konvensional dan keterbatasan perangkat ajar inovatif. Di sisi lain, analisis kebutuhan menunjukkan 85% siswa menyukai aktivitas bermain. Penelitian ini bertujuan untuk mengembangkan LKPD IPAS berbasis *role playing* pada materi kegiatan jual beli kelas IV yang valid, efektif, dan menarik. Metode yang digunakan adalah *Research and Development* (R&D) dengan model pengembangan 4D (*Define, Design, Develop, Disseminate*). Pengumpulan data dilakukan melalui wawancara, observasi, angket, serta instrumen tes berupa 10 soal uraian (*pre-test* dan *post-test*). Kelayakan produk diuji oleh ahli materi, bahan ajar, dan desain pembelajaran. Uji coba produk melibatkan 9 siswa pada kelompok kecil dan 15 siswa pada kelompok besar dengan desain *one-group pre-test-post-test*. Efektivitas produk diukur menggunakan *Paired Sample T-test* dan uji *Normalized Gain* (N-Gain) melalui SPSS 20. Hasil penelitian menghasilkan produk LKPD berbasis *role playing* materi kegiatan ekonomi (produksi, distribusi, konsumsi) pada topik jual beli yang disesuaikan dengan Kurikulum Merdeka. Melalui metode *learning by doing*, LKPD ini dirancang untuk memfasilitasi karakteristik belajar siswa (kinestetik, visual, audio-visual) guna meningkatkan hasil belajar kognitif dan menciptakan pembelajaran yang interaktif serta bermakna.

Kata kunci: *LKPD, IPAS, Role Playing*

Indrastuti Ratih Fidela. 2026. *Development of Role-Playing Based Science and Social Studies (IPAS) Student Worksheets on Buying and Selling Activities for Grade IV at SDN Sukolilo Barat 1*. Undergraduate Thesis. Elementary School Teacher Education Study Program. Faculty of Teacher Training and Education. Universitas Trunojoyo Madura. Advisor: Dr. Widya Trio Pangestu, M.Pd.

ABSTRACT

This research was motivated by the low science and social studies (IPAS) learning outcomes of fourth-grade students at SDN Sukolilo Barat 1 (the first-semester summative average was only 34%), resulting from conventional teaching methods and the limited availability of innovative instructional materials. On the other hand, the needs analysis indicated that 85% of the students prefer playful activities. This study aims to develop a role-playing-based IPAS student worksheet (LKPD) on buying and selling activities for fourth grade that is valid, effective, and engaging. The method used is Research and Development (R&D) with the 4D development model (Define, Design, Develop, Disseminate). Data collection was conducted through interviews, observations, questionnaires, and test instruments consisting of 10 essay questions (pre-test and post-test). Product feasibility was validated by experts in material, learning resources, and instructional design. The product trial involved 9 students in the small group and 15 students in the large group using a one-group pre-test-post-test design. Product effectiveness was measured using the Paired Sample T-test and Normalized Gain (N-Gain) test via SPSS 20. The results of the study produced a role-playing-based LKPD product on economic activities (production, distribution, consumption) within the topic of buying and selling, aligned with the Merdeka Curriculum. Through the learning-by-doing method, this LKPD is designed to accommodate students' learning characteristics (kinesthetic, visual, audio-visual) in order to improve cognitive learning outcomes and create an interactive and meaningful learning experience.

Keywords: *LKPD, IPAS, Role Playing*