

Mohammad Saidi. 2024. *Pengembangan Media Flashcard Wuzper Berbasis Audio Visual Pada Pembelajaran IPAS Kelas IV SDN Kedungdung 3 Sampang*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRAK

Penelitian ini bertujuan untuk; (1) mengetahui kevalidan Media *Flashcard* Wuzper Berbasis Audio Visual, (2) mengetahui keefektifan Media *Flashcard* Wuzper Berbasis Audio Visual, (3) mengetahui kemenarikan Media *Flashcard* Wuzper Berbasis Audio Visual. Penelitian ini merupakan penelitian jenis RnD (*Research and Development*). Model yang digunakan adalah model ADDIE yang memiliki 5 tahapan yaitu analisis, desain, pengembangan, implementasi, dan evaluasi. Berdasarkan penilaian ahli, diperoleh persentase kevalidan rata-rata media *flashcard* wuzper berbasis audio visual sebesar 87,81% dengan kategori sangat valid. Keefektifan media *flashcard* wuzper berbasis audio visual diperoleh dari hasil ketuntasan belajar siswa secara klasikal sebesar 100%. Kemenarikan media *flashcard* wuzper berbasis audio visual diperoleh dari hasil angket respon guru sebesar 92%, dan angket respon siswa sebesar 91,14% dengan kategori sangat menarik. Berdasarkan hasil pannelitian, maka media *flashcard* wuzper berbasis audio visual layak digunakan dalam pembelajaran IPAS Kelas IV SDN Kedungdung 3 Sampang Bab 2 Topik C dengan kategori sangat valid, efektif dan sangat menarik.

Kata Kunci: Media *Flashcard*, IPAS, Audio Visual.

Mohammad Saidi. 2024. *Development of Audio Visual Based Wuzper Flashcard Media in Class IV Science and Technology Learning at SDN Kedungdung 3 Sampang*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Isna Ida Mardiyana, S.Pd., M.Pd.

ABSTRACT

This research aims to; (1) knowing the validity of Audio Visual Based Wuzper Flashcard Media, (2) knowing the effectiveness of Audio Visual Based Wuzper Flashcard Media, (3) knowing the attractiveness of Audio Visual Based Wuzper Flashcard Media. This research is an RnD (Research and Development) type of research. The model used is the ADDIE model which has 5 stages, namely analysis, design, development, implementation and evaluation. Based on expert assessment, the average validity percentage of audio-visual based Wuzper flashcard media was 87.81% in the very valid category. The effectiveness of audio-visual based Wuzper flashcard media is obtained from the results of students' classical learning completion at 100%. The attractiveness of the audio-visual based Wuzper flashcard media was obtained from the results of the teacher response questionnaire of 92%, and the student response questionnaire of 91.14% with the very interesting category. Based on the research results, the audio-visual based Wuzper flashcard media is suitable for use in Class IV science and science learning at SDN Kedungdung 3 Sampang Chapter 2 Topic C in the category of very valid, effective and very interesting.

Keywords: *Flashcard Media, IPAS, Audio Visual*