

Siti Alfi Mubaddi'ah. 2024. *Pengembangan Media Fun Thinkers Book Dalam Menulis Narasi Pelajaran Bahasa Indonesia Kelas IV SDN Tanjung 3 Pamekasan*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Parrisca Indra Perdana. S.Pd., M.Pd

### **ABSTRAK**

Tujuan peneliian ini adalah untuk mengembangkan media *Fun Thinkers Book* yang dapat ditinjau valid dari validator ahli. Efektif ditinjau dari aktivitas gur, siswa. Dan tes. Menarik bagi siswa ditinjau dari angket respon siswa. Penelitian ini menggunakan model ADDIE dengan tahapan *Analysis, Design, Development, Implementation, Evaluation*. Subjek penelitian ini menggunakan siswa kelas IV SDN Tanjung 3 Pamekasan sebanyak 26 siswa penelitian kelompok kecil 6 siswa dan penelitian keompok besar 20 siswa. Teknik pengumpulan data yang digunakan yaitu angket validator ahli, angket respon guru dan siswa, tes, bservasi guru, observasi siswa, dan dokumentasi. Validator ahli ini ada 3 yaitu, validator ahli materi, ahli media, dan ahli desain pembelajaran. Kevalidan dari media pembelajaran *Fun Thinkers Book* diperoleh dari validator media 92,5% dengan kategori sangat valid, validator desain pembelajaran mendapatkan rata-rata 87,5% denga kategori sangat valid, validator materi 77,5% dengan kategori valid. dengan rata-rata persentase mendapatkan 85,83% daapat dikategorikan sangat valid. Kemenarikan media diperoleh dari uji coba kelompok kecil dengan hasil angket respon guru mendapatkan persentase 100% dengan kategori sangat menarik dan siswa 93,3% dikategorikan sangat menarik. Keefektifan media diperoleh dari hasil lembar observasi aktivitas guru mendapatkan persentase 100% dengan kategori sangat efektif dan hasil observasi aktivitas siswa mendapatkan persentase 92% dengan kategori sangat efektif. Sedangkan untuk hasil belajar siswa secara klasikal mendapatkan persentase 90% dengan kategori tuntas. Dari hasil di atas penelitian pengembangan media *Fun Thinkers Book* menunjukkan kriteria Sangat Valid, menarik, dan efektif sehingga dapat digunakan dalam kegiatan pembelajaran

**Kata kunci :** *Media, Fun Thinkers Book, Narasi*

Siti Alfi Mubaddi'ah. 2024. Development of *Fun Thinkers Book* Media in Writing Narratives for Class IV Indonesian Language Lessons at SDN Tanjung 3 Pamekasan. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo University Madura. Supervisor: Parrisca Indra Perdana. S.Pd., M.Pd

### **ABSTRACT**

The aim of this research is to develop *Fun Thinkers Book* media that can be reviewed as valid by expert validators. Effective in terms of teacher and student activities. And test. Interesting for students in terms of student response questionnaires. This research uses the ADDIE model with the stages of *Analysis, Design, Development, Implementation, Evaluation*. The subjects of this research were 26 students in class IV of SDN Tanjung 3 Pamekasan, a small group research group of 6 students and a large research group group of 20 students. The data collection techniques used were expert validator questionnaires, teacher and student response questionnaires, tests, teacher observations, student observations, and documentation. There are 3 expert validators, namely, material expert validators, media experts, and learning design experts. The validity of the *Fun Thinkers Book* learning media was obtained from media validators of 92.5% in the very valid category, learning design validators obtained an average of 87.5% in the very valid category, material validators 77.5% in the valid category. with an average percentage of 85.83%, it can be categorized as very valid. The attractiveness of the media was obtained from small group trials with the results of the teacher response questionnaire getting a percentage of 100% in the very interesting category and 93.3% of the students were categorized as very interesting. The effectiveness of the media was obtained from the results of the teacher's activity observation sheet which got a percentage of 100% in the very effective category and the results of observing student activities got a percentage of 92% in the very effective category. Meanwhile, classical student learning outcomes get a percentage of 90% in the complete category. From the results above, research into the development of the *Fun Thinkers Book* media shows that the criteria are very valid, interesting and effective so that it can be used in learning activities.

Keywords; Media, *Fun Thinkers Book*, Narrative