

Bela Retno Felayati. 2018. *Pengembangan Media Pembelajaran Diorama (Gunung Meletus) pada Mata Pelajaran IPA Materi Peristiwa Alam di Indonesia Kelas V SD*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing I: Mohammad Edy Nurtamam, S.Pd., M.Si, dan Pembimbing II: Fachrur Rozie, S.Pd., M.Pd.

ABSTRAK

Pengembangan media pembelajaran diorama gunung meletus dilatarbelakangi oleh guru kurang menggunakan media yang bervariasi sehingga dalam proses pembelajaran siswa kurang aktif. Guru hanya sekedar memanfaatkan buku paket yang disediakan di sekolah tanpa mengembangkan media yang lebih mendukung dalam keberhasilan belajar. Penelitian dan pengembangan ini bertujuan untuk mengembangkan media diorama dan menguji kelayakan media diorama. Tahapan Penelitian dan pengembangan ini menggunakan model *Borg and Gall* yang dimodifikasi oleh Sugiyono, yaitu identifikasi masalah, pengumpulan informasi, desain produk, validasi ahli, perbaikan desain, uji coba produk, revisi produk, uji coba pemakaian, revisi produk dan produksi massal. Berdasarkan hasil penelitian yang dilakukan, diperoleh hasil bahwa persentase kelayakan media pembelajaran diorama gunung meletus memperoleh hasil rata-rata persentase dari 3 validator, ahli media, ahli desain pembelajaran, ahli materi, dan sebesar 86% (sangat layak). Keefektifan media pembelajaran diorama gunung meletus memperoleh observasi aktivitas guru 94% dan observasi siswa 96,83% (sangat efektif). Kemenarikan media pembelajaran diorama gunung meletus mencapai 87,5% (sangat menarik). Hasil penelitian tersebut menunjukkan bahwa media pembelajaran diorama gunung meletus sangat layak, sangat efektif dan sangat menarik.

Kata Kunci : *media, diorama, gunung meletus.*

Bela Retno Felayati. 2018. *Development of Diorama Learning Media (Mountain Eruption) on Natural Science Subjects of Nature Event in Indonesia Class V Elementary School*. Thesis, Teacher Education Elementary School Study Program, Faculty of Education, Trunojoyo Madura University. Advisor I: Mohammad Edy Nurtamam, S.Pd., M.Si, and Advisor II: Fachrur Rozie, S.Pd., M.Pd.

ABSTRACT

Development of learning media diorama volcano erupted by the teacher did not use the media so that in the learning process less active students. Teachers simply use the package of books provided at school without developing a more supportive medium for successful learning. This research and development aims to develop diorama media and test the feasibility of diorama media. This research and development stage uses Borg and Gall modified by Sugiyono, ie problem identification, information gathering, product design, expert validation, design improvement, product testing, product revision, trial usage, product revision and mass production. Based on the results of the research, the results obtained that the percentage of eligibility of the media diorama volcano erupted obtained the average percentage of 3 validators, media experts, learning designers, materials experts, and linguists by 86%. The effectiveness of volcanic learning media in volcano eruption obtained observation of teacher activity by 94% and student activity observation 96,83%. The attractiveness of learning media diorama volcano erupts reach 87,5%. The results of this study indicate that the educational media diorama volcano erupted is very feasible, very effective and very interesting.

Keywords: media, diorama, volcano erupted.