

Cahaya Wilda Syahningrum Harlambang. 2026. Pengembangan Media Pembelajaran Diorama Pada Mata Pelajaran Pendidikan Pancasila Materi Mengenal Lingkungan Sekitar Kelas IV SDN Jaddih 5 Bangkalan. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Keguruan Dan Ilmu Pendidikan, Universitas Trunodjoyo Madura. Dr. M, Fadlillah, M.Pd.

ABSTRAK

Penelitian ini dilatarbelakangi oleh rendahnya minat dan hasil belajar peserta didik pada mata pelajaran Pendidikan Pancasila materi mengenal lingkungan sekitar di kelas IV SDN Jaddih 5 Bangkalan. Hasil observasi, wawancara, dan analisis kebutuhan menunjukkan bahwa proses pembelajaran masih didominasi metode ceramah dengan penggunaan media yang kurang bervariasi sehingga peserta didik mudah merasa bosan dan mengalami kesulitan memahami materi yang bersifat konkret, khususnya mengenai kearifan lokal Madura. Oleh karena itu, dikembangkan media pembelajaran diorama yang dipadukan dengan barcode berisi materi pendukung sebagai alternatif pembelajaran yang lebih menarik, interaktif, dan sesuai dengan karakteristik peserta didik sekolah dasar. Penelitian ini didasarkan pada teori media pembelajaran, teori media diorama, teori perkembangan kognitif Piaget yang menekankan pentingnya penggunaan benda konkret pada anak usia operasional konkret, serta teori konstruktivisme yang menempatkan peserta didik sebagai subjek aktif dalam membangun pengetahuannya. Penelitian menggunakan metode Research and Development (R&D) dengan model pengembangan 4-D (Define, Design, Develop, dan Disseminate) yang dikembangkan oleh Thiagarajan. Teknik pengumpulan data meliputi observasi, wawancara, angket, tes hasil belajar, dan dokumentasi. Data dianalisis menggunakan analisis deskriptif kuantitatif berbasis persentase untuk menilai aspek kevalidan, keefektifan, dan kemenarikan media. Hasil penelitian menunjukkan bahwa media diorama memperoleh tingkat kevalidan yang sangat baik, dengan hasil validasi ahli materi sebesar 86% (sangat valid), ahli media 80% (valid), dan ahli desain pembelajaran 92% (sangat valid). Keefektifan media ditunjukkan melalui aktivitas guru sebesar 90%, aktivitas peserta didik 84% dengan kategori sangat baik, serta ketuntasan belajar klasikal mencapai 100%. Selain itu, tingkat kemenarikan media juga sangat tinggi berdasarkan respon peserta didik sebesar 93% dan respon gurusebesar 100%. Temuan penelitian menunjukkan bahwa media diorama mampu meningkatkan keterlibatan peserta didik, mengurangi kebosanan, mempermudah pemahaman materi mengenal lingkungan sekitar berbasis kearifan lokal Madura, serta menciptakan suasana pembelajaran yang lebih aktif dan bermakna. Dengan demikian, media pembelajaran diorama yang dikembangkan dinyatakan valid, efektif, dan sangat menarik sehingga layak digunakan sebagai media pembelajaran Pendidikan Pancasila pada materi mengenal lingkungan sekitar di kelas IV sekolah dasar.

Kata kunci: media pembelajaran diorama, Pendidikan Pancasila, Research and Development (R&D), model 4-D, kearifan lokal Madura.

Cahya Wilda Syahningrum Harlambang. 2026. Development of Diorama Learning Media for the Pancasila Education Subject (Topic: Getting to Know the Surrounding Environment) for Grade IV Students at SDN Jaddih 5 Bangkalan. Undergraduate Thesis, Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, University of Trunojoyo Madura. Dr. M. Fadlillah, M.Pd.

ABSTRACT

This study was motivated by the low learning interest and learning outcomes of fourth-grade students in the Pancasila Education subject, particularly on the topic of understanding the surrounding environment at SDN Jaddih 5 Bangkalan. The results of observations, interviews, and needs analysis indicated that the learning process was still dominated by lecture-based instruction with limited use of instructional media, causing students to become easily bored and experience difficulties in understanding concrete concepts, especially those related to Madurese local wisdom. Therefore, a diorama-based learning media integrated with QR/barcodes containing supporting learning materials was developed as an alternative instructional medium that is more engaging, interactive, and suitable for the characteristics of elementary school students. This research was based on theories of instructional media, diorama learning media, Piaget's cognitive development theory emphasizing the importance of concrete objects for children in the concrete operational stage, and constructivist learning theory, which positions students as active participants in constructing their own knowledge. This study employed the Research and Development (R&D) method using the 4-D development model (Define, Design, Develop, and Disseminate) proposed by Thiagarajan. Data were collected through observations, interviews, questionnaires, learning achievement tests, and documentation. The data were analyzed using descriptive quantitative analysis based on percentage scores to determine the validity, effectiveness, and attractiveness of the developed media. The findings revealed that the diorama learning media achieved a high level of validity, with material expert validation reaching 86% (very valid), media expert validation 80% (valid), and instructional design expert validation 92% (very valid). The effectiveness of the media was demonstrated by teacher activity reaching 90%, student activity 84%, both categorized as very good, and classical learning mastery achieving 100%. Furthermore, the level of appeal of the media is very high, based on a 93% response rate from students and a 100% response rate from teachers. These findings indicate that the developed diorama media successfully increased student engagement, reduced learning boredom, facilitated students' understanding of the surrounding environment through Madurese local wisdom, and created a more active and meaningful learning atmosphere. Therefore, the developed diorama learning media can be concluded to be valid, effective, and highly attractive, making it appropriate for use as instructional media in teaching Pancasila Education on the topic of understanding the surrounding environment for fourth-grade elementary school students.

Keywords: diorama learning media, Pancasila Education, Research and Development (R&D), 4-D model, Madurese local wisdom.