

Nur Intifada, 2025. Pengembangan Media Pembelajaran Kulanga Pintar (Kartu dan Ular Tangga Pintar) Materi Jenis-Jenis Pekerjaan untuk Siswa Kelas III di SDN Krembangan Selatan III Surabaya. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Keguruan dan Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Nova Estu Harsiwi, S.Pd., M.Pd.

ABSTRAK

Tujuan penelitian pengembangan ini adalah: (1) untuk mengetahui validitas media pembelajaran kulanga pintar (kartu dan ular tangga pintar) berdasarkan validasi ahli (ahli materi, ahli media pembelajaran, dan ahli desain pembelajaran), (2) untuk mengetahui kemenarikan media pembelajaran kulanga pintar (kartu dan ular tangga pintar) berdasarkan angket respon guru dan angket respon siswa, (3) untuk mengetahui keefektifan media pembelajaran kulanga pintar (kartu dan ular tangga pintar) berdasarkan hasil belajar siswa, observasi kegiatan guru, dan observasi kegiatan siswa. Penelitian ini menggunakan model penelitian ADDIE yang terdiri dari lima tahap yaitu Analisis (*Analysis*), Perencanaan (*Design*), Pengembangan (*Development*), Implementasi (*Implementation*), Evaluasi (*Evaluation*). Penelitian pengembangan pada penelitian ini menggunakan teknik pengumpulan data berupa observasi, wawancara, dan angket. Penelitian dilakukan pada 24 siswa Kelas III. Berdasarkan data yang diperoleh, validitas media pembelajaran kulanga pintar (kartu dan ular tangga pintar) mencapai 97,5% dari validasi materi, 92,8% dari validasi media pembelajaran, 77,5% dari validasi desain pembelajaran dengan masing-masing validitas termasuk kategori sangat valid dan valid. Keefektifan diukur berdasarkan hasil belajar siswa dengan persentase 100%, observasi kegiatan guru dengan persentase 100%, dan observasi kegiatan siswa 97,25%, semuanya menunjukkan kategori sangat efektif. Kemenarikan diperoleh melalui angket respon guru dengan hasil 100% dan angket respon siswa dengan hasil 95,9%, keduanya dalam kategori sangat menarik. Berdasarkan hasil penelitian ini, maka media pembelajaran kulanga pintar (kartu dan ular tangga pintar) materi jenis-jenis pekerjaan untuk siswa kelas III dapat dikatakan valid, efektif, dan menarik.

Kata Kunci: Media Pembelajaran Kulanga Pintar, Jenis-Jenis Pekerjaan, Mata Pelajaran IPAS

Nur Intifada, 2025. *Development of Kulangga Pintar Learning Media (Smart Cards and Snakes and Ladders) Material on Types of Work for Class III Students at SDN Krembangan Selatan III Surabaya*. Thesis. Primary School Teacher Education Study Program, Faculty of Teacher Training and Education, Trunojoyo University Madura. Supervisor: Nova Estu Harsiwi, S.Pd., M.Pd.

ABSTRACT

The objectives of this development research are: (1) to determine the validity of the smart kulangga learning media (smart cards and snakes and ladders) based on expert validation (material experts, learning media experts, and learning design experts), (2) to determine the attractiveness of the smart kulangga learning media (smart cards and snakes and ladders) based on teacher response questionnaires and student response questionnaires, (3) to determine the effectiveness of smart kulangga learning media (smart cards and snakes and ladders) based on student learning outcomes, observations of teacher activities, and observations of student activities. This research uses the ADDIE research model which consists of five stages, namely Analysis, Design, Development, Implementation, Evaluation. Development research in this study uses data collection techniques in the form of observation, interviews and questionnaires. The research was conducted on 24 Class III students. Based on the data obtained, the validity of the smart kulangga learning media (smart cards and snakes and ladders) reached 97.5% from material validation, 92.8% from learning media validation, 77.5% from learning design validation with each validity category. very valid and valid. Effectiveness is measured based on student learning outcomes with a percentage of 100%, observation of teacher activities with a percentage of 100%, and observation of student activities with a percentage of 97.25%, all of which indicate the very effective category. Interest was obtained through a teacher response questionnaire with 100% results and a student response questionnaire with 95.9% results, both in the very interesting category. Based on the results of this research, the smart kulangga learning media (smart cards and snakes and ladders) material on types of work for class III students can be said to be valid, effective and interesting.

Keywords: *Kulangga Pintar Learning Media, Types of Work, Science Subjects*