

Rizka Mar'atus Sholikah. 2024. *Pengembangan Media Puzzle Keragaman Budaya Indonesia pada Kelas IV Mata Pelajaran IPAS di SDN 1 Kedungpring*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Bagus Rahmad Wijaya, S.Pd., M.Pd

## ABSTRAK

Penelitian pengembangan ini bertujuan untuk menghasilkan mengembangkan produk media pembelajaran *puzzle* materi keragaman budaya Indonesia pada kelas IV mata pelajaran IPAS di SDN 1 Kedungpring. Penelitian pengembangan ini untuk mengetahui kevalidan, kepraktisan dan keefektifan Media Puzzle keragaman budaya Indonesia. Penelitian ini menggunakan model penelitian ADDIE dengan subyek uji coba penelitian adalah siswa kelas IV SDN 1 Kedungpring. Berdasarkan data yang diperoleh, mendapatkan hasil bahwa; 1) Media *puzzle* dinyatakan valid dengan perolehan sebagai berikut, ahli materi 81,3% dengan kategori valid, ahli media 92,5% dengan kategori sangat valid, dan ahli desain pembelajaran 84,2% dengan kategori sangat valid. 2) media pembelajaran dikatakan praktis diukur berdasarkan keterlaksanaan observasi aktivitas guru memperoleh prosentase 96,6% dengan kriteria praktis, hasil dari rata-rata observasi aktivitas siswa memperoleh prosentase 98,6% dengan kriteria praktis. Media *puzzle* dinyatakan efektif apabila perolehan hasil belajar N Gain memperoleh prosentase 82,6% yang artinya bahwa terdapat peningkatan dari perlakuan yang telah dilakukan berdasarkan selisih nilai *pretest* dan *posttest*. Berdasarkan hasil penelitian, dapat disimpulkan bahwa media *puzzle* Keragaman Budaya Indonesia mata pelajaran IPAS kelas IV adalah produk valid, praktis dan efektif untuk digunakan.

**Kata Kunci : Media *Puzzle*, Keragaman Budaya Indonesia, ADDIE, Hasil belajar**

Rizka Mar'atus Sholikhah. 2024. *Development of Indonesian Cultural Diversity Puzzle Media in Grade IV of Science and Technology Subjects at SDN 1 Kedungpring*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, Trunojoyo Madura University. Supervisor: Bagus Rahmad Wijaya, S.Pd., M.Pd

## **ABSTRACT**

This development research aims to develop a puzzle learning media product for Indonesian cultural diversity in grade IV of science subjects at SDN 1 Kedungpring. This development research is to determine the validity, practicality and effectiveness of the Media Puzzle of Indonesian cultural diversity. This study uses the ADDIE research model with the subject of the research trial being grade IV students of SDN 1 Kedungpring. Based on the data obtained, the results were obtained that; 1) The puzzle media was declared valid with the following acquisitions, 81.3% of the material experts were in the valid category, 92.5% of the media experts were in the very valid category, and 84.2% of the learning design experts were in the very valid category. 2) learning media is said to be practical measured based on the implementation of observation of teacher activities obtained a percentage of 96.6% with practical criteria, the results of the average observation of student activities obtained a percentage of 98.6% with practical criteria. Puzzle media is declared effective if the acquisition of N Gain learning results obtains a percentage of 82.6%, which means that there is an increase from the treatment that has been carried out based on the difference in pretest and posttest scores. Based on the results of the research, it can be concluded that the Indonesian Cultural Diversity puzzle media for the science science subject class IV is a valid, practical and effective product to use.

**Keywords: Media *Puzzle*, Indonesian Cultural Diversity, ADDIE, Learning outcomes**