

Kamilaini, Fatihatul, Hasanah. 2023. 190611100083. *Pengembangan Media permainan Ular Tangga dalam Meningkatkan Hasil Belajar Siswa Kelas 3 di SDN Petrah 3 Tanah Merah Tema 8 Subtema 3*. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing Fachrur Rozie, S. Pd., M.Pd

ABSTRAK

Tujuan penelitian ini adalah untuk mengembangkan media permainan *Ular Tangga* dalam meningkatkan hasil belajar siswa kelas 3 di SDN Petrah 3 Tanah Merah Tema 8 Subtema 3. Penelitian pengembangan ini menggunakan model ADDIE, yaitu : 1. *Analysis*, 2. *Design*, 3. *Development*, 4. *Implementation*, 5. *Evaluation*. Hasil kevalidan media permainan *ular tangga* diperoleh dari hasil validasi materi memperoleh skor sebesar 90% (sangat valid), validasi desain 93% (sangat valid) dan validasi desain 96% (sangat valid). Hasil kemenarikan media pembelajaran *ular tangga* pada uji kelompok besar angket respon siswa sebesar 90% dan angket respon guru sebesar 96%. Hasil keefektifan media pembelajaran *ular tangga* uji kelompok kecil pada observasi aktivitas guru sebesar 87%, observasi siswa persentase 80%, hasil tes belajar siswa diperoleh hasil 100%. Pada uji kelompok besar diperoleh dari lembar observasi aktivitas guru sebesar 93%, observasi siswa menunjukkan rata-rata persentase 84%, hasil tes belajar siswa diperoleh hasil 90%. Penelitian dan pengembangan media permainan *ular tangga* menunjukkan hasil sangat valid, sangat efektif, sangat menarik, dan mudah diterapkan sehingga dapat digunakan sebagai media di SDN Petrah 3 Tanah Merah.

Kata Kunci : Media *Ular Tangga*, Model ADDIE.

Kamilaini, Fatihatul, Hasanah. 2023. 190611100083. Development of Snakes and Ladders Game Media in Improving Grade 3 Student Learning Outcomes at SDN Petrah 3 Tanah Merah Theme 8 Sub-theme 3. Thesis. Elementary School Teacher Education Study Program. Faculty of Education, Trunojoyo University, Madura. Supervisor Fachrur Rozie, S.Pd., M.Pd

ABSTRACT

This study aims to develop the Snakes and Ladders game media in improving the learning outcomes of grade 3 students at SDN Petrah 3 Tanah Merah Theme 8 Sub-theme 3. This development research uses the ADDIE model, namely: 1. Analysis, 2. Design, 3. Development, 4. Implementation, 5. Evaluation. The results of the validity of the snakes and ladders game media were obtained from the validator's average results of 96% (very valid). The results of the attractiveness of snakes and ladders learning media in the large group test of the student response questionnaire were 90% and the teacher's response questionnaire was 96%. The results of the effectiveness of learning media snakes and ladders small group test on the observation of teacher activity is 87%, the percentage of student observations is 80%, the results of student learning tests obtained 100% results. In the large group test, it was obtained from the teacher activity observation sheet of 93%%, student observations showed an average percentage of 87%, student learning test results obtained 90% results. Research and development of the ulr ladder game media shows the results are very valid, very effective, very interesting, and easy to apply so that it can be used as media at SDN Petrah 3 Tanah Merah.

Keywords: Media Snakes and Ladders, Model ADDIE.