

Devi Sulistiawati. 2024. *Pengembangan Modul Pembelajaran KERASAN (Kerajaan-Kerajaan di Nusantara) Berbantuan QR Code Terhadap Hasil Belajar Kognitif Peserta Didik Kelas IV Sekolah Dasar*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing: Dr. Agung Setyawan, M.Pd.

ABSTRAK

Tujuan penelitian pengembangan yaitu (1) Untuk mengembangkan modul pembelajaran KERASAN (Kerajaan-Kerajaan di Nusantara) berbantuan QR Code muatan IPAS di kelas IV sekolah dasar yang valid berdasarkan validasi ahli. (2) Untuk mengembangkan modul pembelajaran KERASAN (Kerajaan-Kerajaan di Nusantara) berbantuan QR Code muatan IPAS di kelas IV sekolah dasar yang praktis berdasarkan hasil angket respon guru dan peserta didik. (3) Untuk mengembangkan modul pembelajaran KERASAN (Kerajaan-Kerajaan di Nusantara) berbantuan QR Code muatan IPAS di kelas IV sekolah dasar yang efektif berdasarkan dari hasil uji *N-Gain* terhadap peningkatan hasil belajar kognitif peserta didik. Penelitian ini menggunakan metode penelitian pengembangan (R&D) dengan model penelitian ADDIE. Penelitian ini dilakukan di kelas IV UPTD SDN Kamal 2 yang berjumlah 35 peserta didik. Kevalidan modul diperoleh dari hasil validitas materi, bahan ajar, dan desain pembelajaran. Berdasarkan data yang diperoleh peneliti, hasil uji validitas materi yaitu 0,887 dengan kategori “Tinggi”, validitas bahan ajar yaitu 0,885 dengan kategori validitas “Tinggi”, dan validitas desain pembelajaran yaitu 0,879 dengan kategori validitas “Tinggi”. Berdasarkan indeks validitas Aiken diperoleh koefisien validitas yaitu 0,79. Berdasarkan hasil analisis data, diketahui bahwa validitas item materi, bahan ajar, dan desain pembelajaran mendapatkan nilai $\geq 0,79$ sehingga dapat disimpulkan bahwa hasil validasi pada penelitian ini yaitu “Valid”. Kepraktisan modul diperoleh dari nilai angket respon guru yaitu 92,5% dan respon peserta didik dengan persentase 85% dengan kategori “Sangat Praktis”. Sedangkan pada keefektifan modul diperoleh hasil ketuntasan klasikal sebesar 100%. Hasil uji *N-Gain Score* dengan nilai 0,57 kategori sedang. Efektifitas penerapan modul pembelajaran berdasarkan persentase *N-Gain* yang diperoleh adalah 56,69% dan termasuk dalam kategori “Cukup Efektif”. Observasi aktivitas guru sebesar 95,2% dan observasi aktivitas peserta didik sebesar 87,91% dengan kategori “sangat aktif”.

Kata Kunci: Bahan Ajar, QR Code, Kurikulum Merdeka

Devi Sulistiawati. 2024. *Development of KERASAN (Kingdoms in the Archipelago) Learning Module Assisted by QR Code on The Cognitive Learning Outcomes of Grade IV Elementary School Students*. Thesis, Elementary School Teacher Education Study Program, Faculty of Education, University of Trunojoyo Madura. Advisor: Dr. Agung Setyawan, M.Pd.

ABSTRACT

The objectives of the development research are (1) To develop a learning module for KERASAN (Kingdoms in the Archipelago) assisted by QR Code with IPAS content in class IV elementary schools that is valid based on expert validation. (2) To develop a practical learning module for KERASAN (Kingdoms in the Archipelago) with the help of a QR Code for IPAS content in class IV elementary schools based on the results of teacher and student response questionnaires. (3) To develop an effective KERASAN (Kingdoms in the Archipelago) learning module assisted by QR Code with IPAS content in class IV elementary schools based on the results of the N-Gain test on improving students' cognitive learning outcomes. This research uses the research development (R&D) method with the ADDIE research model. This research was conducted in class IV UPTD SDN Kamal 2, totaling 35 students. The validity of the module is obtained from the results of the validity of the material, teaching materials and learning design. Based on the data obtained by researchers, the material validity test results were 0.887 in the "High" category, the validity of the teaching materials was 0.885 in the "High" validity category, and the validity of the learning design was 0.879 with the "High" validity category. Based on the Aiken validity index, the validity coefficient is 0.79. Based on the results of data analysis, it is known that the validity of material items, teaching materials and learning designs received a value of ≥ 0.79 so it can be concluded that the validation results in this research are "Valid". The practicality of the module was obtained from the teacher response questionnaire score, namely 92.5% and student responses with a percentage of 85% in the "Very Practical" category. Meanwhile, regarding the effectiveness of the module, classical completion results were obtained at 100%. The N-Gain Score test results with a value of 0.57 in the medium category. The effectiveness of implementing the learning module based on the N-Gain percentage obtained is 56.69% and is included in the "Quite Effective" category. Teacher activity observations were 95.2% and student activity observations were 87.91% in the "very active" category.

Keyword : *Teaching Materials, QR Code, Merdeka Curriculum*