

Ayunda Fitri Milenia. 2021. *Pengembangan Media Pembelajaran Domino Nusantara (DORA) Pada Tema 7 Sub Tema 2 Kelas 4 Di SDN Mander 1 Tambakboyo – Tuban*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, Fakultas Ilmu Pendidikan, Universitas Trunojoyo Madura. Pembimbing 1: Andika Adinanda Siswoyo.S.Pd.,M.Pd

ABSTRAK

Pengembangan ini dilatarbelakangi terbatasnya media pembelajaran dan hasil belajar siswa tidak stabil. Tujuan peneliti mengembangkan ini untuk mengetahui kevalidan, kepraktisan, keefektifan media pembelajaran Domino Nusantara (DORA) pada tema 7 sub tema 2 kelas 4. Pengembangan ini menggunakan model 4D (*four D*). Penelitian dilakukan di SDN Mander 1 Tambakboyo pada kelas IV. Berdasarkan hasil validasi ahli, diperoleh persentase sebagai berikut : validasi ahli materi sebesar 89,2%(sangat valid), ahli desain pembelajaran sebesar 95,5% (sangat valid), dan ahli pengembangan media 82,1% (sangat valid). Kepraktisan media pembelajaran dihitung menggunakan validasi kepraktisan yang diperoleh dari respon guru dan respon siswa. Persentase hasil respon guru sebesar 91,6% dan hasil respon siswa sebesar 91,4%, dan persentase hasil rata- rata sebesar 91,5% (sangat praktis). Keefektifan media pembelajaran dinilai dari lembar observasi keterlaksanaan pembelajaran dan hasil belajar siswa. persentase lembar observasi keterlaksanaan pembelajaran 92,5%(sangat efektif) dan hasil belajar siswa 88,4% siswa tuntas belajar. Indikator keefektifan media pembelajaran apabila hasil lembar observasi keterlaksanaan pembelajaran (cukup efektif) dan hasil belajar siswa menunjukkan persentase $\geq 85\%$ (tuntas). Berdasarkan hasil penelitian maka media pembelajaran Domino Nusantara (DORA) efektif digunakan.

Kata kunci : *Pengembangan, Media pembelajaran, Domino, Domino Nusantara (DORA)*

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ABSTRACT

The underlying background of this research development was the learning media limitation at schools. It influenced the low learning outcomes of the learners. This research aimed to find out the validity, practicability, and effectiveness of Domino Nusantara (DORA) learning media for the theme-7, sub-theme 2, at fourth grade. The research applied 4D development model. It was done in Public Primary School Mander 1 Tambakboyo at its fourth grade. Based on the experts' validations, the results were: a percentage of 89.2% (extremely valid) by the content material expert and a percentage of 82.1% (extremely valid) by the media development experts. The practicability of the media was counted with practicability validation from the teachers and learners' responses. The percentage of the teachers' responses was 91.6% while the learners' responses obtained a percentage of 91.4%. Then, the average was 91.5% (very practical). The media effectiveness was based on the observation sheet during the media promotion. It obtained a percentage of 92.5% (extremely effective). The learning outcomes obtained a percentage of 88.4% learners accomplished the material. The effectiveness indicators of the media were based on the observation results (averagely effective) and the learning outcomes (more than 85% students accomplished the materials). Thus, it could be concluded that Domino Nusantara learning media (DORA) was effective to use.

Keywords : *Development, Learning Media, Domino, Domino Nusantara (DORA)*