

ABSTRAK

Hilma Wardatun Nisa. 2023. Pengembangan Media Pembelajaran Papan Permainan Roda Jelajah Indonesia Tema 7 Untuk Siswa Kelas IV SDN Sukaani II. Skripsi. Fakultas Keguruan dan Ilmu Pendidikan Universitas Esa Unggul.

Penelitian ini berawal dari hasil wawancara dan observasi dengan guru yang menyatakan bahwa saat proses pembelajaran guru tidak menggunakan media pembelajaran bahkan guru hanya memanfaatkan media gambar yang sudah tertera di buku tema sehingga suasana kelas tidak kondusif dan monoton. Tidak hanya itu saja peneliti juga memberikan instrument awal untuk siswa yang menyatakan bahwa siswa bosan dengan metode pembelajaran yang guru terapkan di kelas, adapun tujuan dalam penelitian ini yaitu untuk mengetahui proses Pengembangan Media Pembelajaran dan untuk mengetahui tingkat validitas media Papan Permainan tema 7 subtema 1 muatan IPS materi keragaman suku bangsa dan agama di negeriku untuk siswa kelas IV C SDN Sukatani II, Metode dalam penelitian ini menggunakan metode penelitian *Research & Development* dan menggunakan pengembangan ADDIE (*Analysis, Design, Development, Implementation, dan Evaluasi*) serta model pembelajaran TGT (*Teams Games Tournament*) hasil penelitian memperoleh persentase nilai akhir dari ahli materi sebesar 93,3%, persentase nilai akhir dari ahli media sebesar 100%, persentase nilai akhir dari ahli desain sebesar 100% dan persentase nilai akhir dari guru kelas sebesar 89,2% persentase tersebut mengacu pada tabel kriteria kelayakan “Sangat Baik” atau “Sangat Layak” maka media pembelajaran Papan Permainan Roda Jelajah Indonesia “Sangat Layak” untuk digunakan dalam pembelajaran di kelas.

Kata Kunci: Penelitian dan Pengembangan, Turnamen Permainan Tim, Media Papan Permainan Roda Jelajah Indonesia.

ABSTRACT

Hilma Wardatun Nisa. 2023. Development of Board Game Learning Media Wheels Roaming Indonesia Theme 7 for Grade IV Students at SDN Sukaani II. Thesis. Faculty of Teacher Training and Education, Esa Unggul University.

This research started with the results of interviews and observations with teachers who stated that during the learning process, the teacher did not use learning media, and even the teacher only used media images that had been listed in the theme book, so that the class atmosphere was not conducive and monotonous. Not only that, the researcher also provided initial instruments for students who stated that they were bored with the learning methods that the teacher applied in class, while the purpose of this research was to find out the process of developing learning media and to find out the validity level of media board games, theme 7, sub-theme 1 content. Social studies material on ethnic and religious diversity in my country for class IV C students at SDN Sukatani II The method in this study used the Research & Development research method and used the ADDIE development (Analysis, Design, Development, Implementation, and Evaluation) and the TGT (Teams Games Tournament) to obtain a score for the proportion of research from material experts of 93.3%, the proportion of final scores from media experts of 100%, the proportion of final scores from design experts of 100%, and the proportion of final grades from class teachers of 89.2% of the proportion referring to the "Very Good" or "Very Eligible" eligibility criteria table, the Indonesian Roaming Wheel Board learning media is "Very Eligible" for use in classroom learning.

Keywords: *Research and Development, Team Game Tournaments, Indonesian Roaming Wheel Board Game Media*