

ABSTRACT

Fatmawati, Tri. 2022. Develop Boarding Medium TTS ROPAH (Heroes Wheel) Based on Collaboration Skill of Student 4th Class IPS Subject in Muhammadiyah Elementary School 2 Pendil Probolinggo Regency. Thesis, Elementary School Teacher Study Program, FKIP Universitas Panca Marga Probolinggo. Supervisor: (I) Ludfi Arya Wardana, S.Pd., M.Pd., Supervisor (II) Didit Yulian Kasdriyanto, S.Pd., M.Pd.

Keywords: Boarding Medium TTS ROPAH, Valid, Practical, Effective, Collaboration.

Interest, motivation, activeness, cooperation, and enthusiasm student in 4th class of Muhammadiyah Elementary School 2 Pendil for My Heroes content rather low because student feel bored towards teacher teaching model which most used explanation model without learning medium and lack of cooperation nor discussion between students while learning. Therefore, researcher develop learning medium adjust with student characteristic and cognitive conditions, affective, and their psychomotor. This research aim to produce product in the form of valid, practical, and effective learning medium.

The effort to increase interest, motivation, activeness, cooperation, and student enthusiasm, namelu: (1) Develop Boarding Medium TTS ROPAH (Heroes Wheel) based collaboration appropriate with KD and indicator, student potencies, and student characteristic. (2) Do learning with collaboration model which can increase cooperation between student, activeness, cognitive, and psychomotor.

The research method is selected by researcher is Research and Development (R&D) as known as Research and Development (atau yg tebal itu bisa diganti begini bak) Penelitian dan Pengembangan in Indonesia which adopt from Borg and Gall. Data accumulation used quantitative and qualitative data which obtained from result of observed, direct interview, validation questionnaire of medium experts, material experts, teacher/classroom guardian assessment, and questionnaire of student response and documentation.

Validation results of media experts acquire 90,9% with average 3,63 which means that valid and worthy to use. Validation results of material experts acquire 87,5% with average 3,5 which means that worthy to use. Teacher/classroom guardian assessment of class 4 get 97,9% with average 3,91 which means that learning medium very practical, and the results questionnaire of student positive response get 86,9% which means that this medium practical and effective to use. Based on the research above is researcher can suggest to teacher in order to not only used monotonous learning method such as only explanation, but also with learning medium which can attract students to study.

ABSTRAK

Fatmawati, Tri. 2022. *Pengembangan Media Papan TTS ROPAH (Roda Pahlawan) Berbasis Keterampilan Kolaborasi Siswa Kelas IV Mata Pelajaran IPS di SD Muhammadiyah 2 Pendil Kab. Probolinggo*. Skripsi, Program Studi Pendidikan Guru Sekolah Dasar, FKIP Universitas Panca Marga Probolinggo. Pembimbing: (I) Ludfi Arya Wardana, S.Pd., M.Pd., Pembimbing (II) Didit Yulian Kasdriyanto, S.Pd., M.Pd.

Kata Kunci: Media Papan TTS ROPAH, Valid, Praktis, Efektif, Kolaborasi.

Minat, motivasi, keaktifan, kerja sama, dan semangat siswa kelas IV SD Muhammadiyah 2 Pendil pada materi Pahlawanku cukup rendah sebab siswa merasa bosan terhadap model pengajaran guru yang cenderung menggunakan model ceramah tanpa ada media pembelajaran dan kurangnya kerja sama maupun diskusi antar siswa saat pembelajaran. Oleh karena itu, peneliti mengembangkan media pembelajaran yang menyesuaikan dengan karakteristik siswa serta menyesuaikan kondisi kognitif, afektif, dan psikomotoriknya. Penelitian ini bertujuan menghasilkan produk berupa media pembelajaran yang valid, praktis, dan efektif.

Upaya meningkatkan minat, motivasi, keaktifan, kerja sama, dan semangat siswa, yaitu: (1) mengembangkan Media Papan TTS ROPAH (Roda Pahlawan) Berbasis Kolaborasi yang sesuai dengan KD dan indikator, potensi siswa, dan karakteristik siswa. (2) melakukan pembelajaran dengan model kolaborasi yang bisa meningkatkan kerja sama antar siswa, keaktifan, kognitif, serta psikomotorik.

Metode penelitian yang dipilih oleh peneliti adalah *Research and Development* (R&D) yang dikenal dengan penelitian dan pengembangan yang mengadopsi dari Borg and Gall. Pengumpulan data menggunakan data kuantitatif dan kualitatif yang diperoleh dari hasil observasi dan wawancara langsung, angket validasi ahli media, ahli materi, penilaian guru/wali kelas, serta angket respon siswa dan dokumentasi.

Hasil validasi ahli media memperoleh 90,9% dengan rata-rata 3,63 yang berarti valid dan layak digunakan. Hasil validasi ahli materi memperoleh 87,5% dengan rata-rata 3,5 bisa dikatakan layak untuk digunakan. Penilaian guru/wali kelas IV memperoleh 97,9% dengan rata-rata 3,91 dapat dikatakan media pembelajaran sangat praktis, serta hasil angket respon positif siswa diperoleh 86,9% bahwa media ini praktis dan efektif digunakan. Berdasarkan hasil penelitian di atas dapat peneliti sarankan supaya guru tidak hanya menggunakan metode pembelajaran yang monoton seperti ceramah saja, akan tetapi dengan disertai media pembelajaran yang dapat menarik siswa untuk belajar.