

ABSTRAK

Setiani, Wiji. 2020. Pengembangan Media Puzzpa Tania Untuk Meningkatkan Keterampilan Membaca Siswa Kelas IV SD Islam Sultan Agung 4 Semarang. Skripsi. Program Studi Pendidikan Guru Sekolah Dasar. Universitas Islam Sultan Agung. Pembimbing I Yunita Sari, M.Pd. Pembimbing II Yulina Ismiyanti, M.Pd.

Penelitian ini untuk mengembangkan media pembelajaran dan menguji kelayakan dari media puzzpa tania pada tema 5 subtema 3 sikap kepahlawanan. Media puzzpa tania dikembangkan berdasarkan kebutuhan guru sebagai sumber media dalam pembelajaran. Penelitian ini menggunakan metode *Research and Development* (RnD). Pengembangan media puzzpa tania menggunakan prosedur penelitian Sugiyono yang berisi 10 tahapan. Berdasarkan hal tersebut yang diperoleh dari hasil penelitian yaitu: (1) Hasil dari validasi 2 ahli diperoleh rata-rata skor 66 dan persentase 94,28% dengan kategori “Sangat Layak”. (2) Hasil dari uji coba respon guru yang diperoleh persentase 97,14% dengan kriteria “ Sangat Layak” sedangkan dari hasil respon siswa diperoleh persentase 94% dengan kriteria “Sangat Layak”. Berdasarkan hasil diatas, pengembangan media puzzpa tania dapat dinyatakan layak untuk digunakan sebagai pendamping kegiatan pembelajaran.

Kata Kunci: Pengembangan, Media Puzzpa Tania, Muatan IPS

ABSTRACT

Setiani, Wiji.2020. Development of Puzzpa Tania Media Tania On The Content IPS Theme 5 SUB-Theme 3 Students Class IV Students of SD Islam Sultan Agung 4 Semarang. Essay. Primary School Teacher Education Study Program. Sultan Agung Islamic University. Advisor I Yunita Sari, M.Pd. Advisor II Yulina Ismiyanti, M.Pd.

This research is to develop learning media and test the feasibility of puzzpa tania media on theme 5 subtheme 3 heroism. Puzzpa tania media was developed based on the needs of the teacher as a source of media in learning. This study uses the Research and Development (RnD) Method. The development of puzzpa tania media used Sugiyono research procedure which contained 10 stage. Based on this, the results obtained from the research are: (1) The results of the validation of 2 experts obtained an average score of 66 and a percentage of 94,28% in the “very Appropriate” category. (2) The results of the teacher response tryout obtained a percentage of 97,14% with the criteria “Very Appropriate” while the results of student responses obtained a percentage of 94% with the criteria “Very Appropriate”. Based on the above results, the development of puzzpa tania media can be declared feasible to be used as a companion to learning activities.

Keywords: Development,Media Puzzpa Tania ,Payload IPS