ABSTRAK

PENYUSUNAN RENCANA PELAKSANAAN PEMBELAJARAN HARIAN (RPPH) BERBASIS PERMAINAN TRADISIONAL KELAS 1 SD PADA SUBTEMA "KEGIATAN MALAM HARI"

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Penelitian ini berawal dari penerapan kurikulum 2013. Peneliti melakukan wawancara kepada 12 guru di 5 Sekolah Dasar dan mendapatkan data jika guru memerlukan Rencana Pelaksanaan Pembelajaran Harian (RPPH). Peneliti juga melakukan wawancara kepada 5 siswa di 5 Sekolah Dasar dan mendapatkan data jika siswa memerlukan kegiatan pembelajaran yang mengakomodasi metode permainan. Oleh karena itu peneliti terdorong untuk melakukan penelitian pengembangan yang berjudul Penyusunan Rencana Pelaksanaan Pembelajaran Harian (RPPH) Berbasis Permainan Tradisional Kelas I SD pada Subtema "Kegiatan Malam Hari".

Penelitian ini adalah penelitian pengembangan atau R&D yang mengadopsi model pengembangan menurut Borg & Gall dan model pengembangan menurut Sugiyono yang dimodifikasi menjadi lima tahapan. Lima tahapan tersebut meliputi: (1) Studi pendahuluan yaitu kajian kepustakaan dan analisis data. (2) Pembuatan produk yaitu pembuatan RPPH berbasis permainan tradisional kelas 1 subtema gemar menggambar. (3) Validasi poduk dilakukan oleh 12 validator. Hasil validasi mendapatkan skor rata-rata produk sebesar 90,14 dari skala 100 yang menunjukkan kualitas "Amat Baik". (4) Instrumentasi uji coba terbatas yaitu menyusun pengembangan instrumen kuesioner tanggapan siswa, instrumen pedoman wawancara terhadap guru, dan instrumen tes sebagai *pretest* dan *posttest*. (5) Uji coba terbatas yaitu mengujicobakan RPPH secara terbatas yang dilakukan di SDN SB. Hasil ujicoba terbatas menunjukkan bahwa penerapan RPPH berbasis permainan tradisional berdampak pada naiknya hasil belajar peserta didik dengan persentase sebesar 62%.

Hasil penelitian menunjukkan bahwa perangkat pembelajaran berupa RPPH berbasis permainan tradisional dapat membuat guru terbantu dalam menyusun RPPH. Siswa juga tertarik dan bersemangat dalam mengikuti kegiatan pembelajaran dengan menggunakan metode permainan tradisional.

Kata kunci : *Research and Development*, RPPH, Permainan Anak, Subtema "Kegiatan Malam Hari".

ABSTRACT

THE CONSTRUCTION OF DAILY LESSON PLAN (RPPH) BASED ON CHILDREN GAMES FOR THE FIRST GRADE OF ELEMENTARY SCHOOL ON "NIGHT ACTIVITY" SUBTHEME

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This study started with the implementation of 2013 curriculum. The author interviewed 12 teachers in 5 elementary schools and discovered that teachers required Daily lesson Plan (RPPH). The author also interviewed 5 students in 5 elementary schools and discovered that students required lessons which accommodate game method. Therefore, the author was compelled to conduct a development research titled The Construction Of Daily Lesson Plan (RPPH) Based on Children Games for The First Grade of Elementary School on "Night Activity" Subtheme.

This study was a development research or R&D which adopted Borg & Gall's development model and Sugiyono's development model which were modified into five stages. The five stages were: (1) Preliminary study which was literature study and data analysis. (2) Product making which was Construction Of Daily Lesson Plan (RPPH) based on children games for the first grade on "night activity" subtheme. (3) Product validation by 12 validators and produced a average score of 90,14 out of 100 which showed "Very Good" quality. (4) Instrumentation of limited trial which was making student questionnaire instrument, interview guide instrument for teachers, and pretest and posttest instruments. (5) Limited trial by conducting limited Daily Lesson Plan (RPPH) test in SDN J. The result of limited trial showed that the implementation of Daily Lesson Plan (RPPH) based on children games increase students' learning outcome by 62%.

Research result showed that RPPH based on children games helped teachers in Daily Lesson Plan (RPPH). Students were also interested and excited to follow lessons which used children games method.

Keywords : Research and Development, RPPH, Children Games, "Night Activity" Subtheme.