

ABTRAK

PENGENBANGAN BUKU CERITA BERGAMBAR TENTANG MENGENAL BANGUN DATAR MELALUI PERMAINAN ANAK UNTUK SISWA KELAS III SEKOLAH DASAR

Agung Hari Krisjaya

Universitas Sanata Dharma

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Kemampuan membaca merupakan hal yang penting bagi pengembangan belajar anak, untuk mendapatkan informasi dan pengetahuan bagi pengembangan diri anak. Dengan membaca siswa mendapat meningkatkan minat dan pemahaman membaca siswa. Tujuan dari penelitian ini adalah mengembangkan cerita bergambar tentang mengenal bangun datar melalui permainan anak untuk kelas III sekolah dasar dan mengetahui kualitasnya.

Jenis penelitian ini yaitu penelitian dan pengembangan modifikasi dari brog and Gall dan prinsip daar pengembangan materi bahasa Tomlinson. (1) analisis kebutuhan: observasi dan wawancara, (2) Melakukan studi pustaka dan pembuatan kuesioner, (3) membuat desain awal dan isi cerita berdasarkan prinsip pengembangan materi bahasa Tomlinson,(4) memvalidasi produk terhadap ahli media, guru dan satu siswa kelas III, (5) memvalidasi produk, (6) melakukan uji coba lapangan terhadap enam siswa kelas III, (7) merevisi produk akhir.

Hasil Validasi menunjukan buku cerita bergambar tentang mengenal bangun datar melalui permainan anak untuk kelas III sekolah dasar sesuai dengan karakteristik dan kebutuhan siswa. Desain produk memiliki bahasa yang singkat dan mudah dimengerti siswa; judul: huruf Showcard gothic ukuran 65pt; isi: huruf Comic sans MS ukuran 17pt; sampul: Kertas ivory 230gsm; isi buku: Art Paper 150gsm; kesesuaian tata letak; ukuran buku: A4; gambar sesuai dengan cerita; warna terang. Isi cerita mencakup lima prinsip dasar Tomlinson, yaitu memberi pengaruh kuat, mempermudah belajar, sesuai dengan fokus materi, memberi efek positif, serta memberikan umpan balik. Dari hasil validasi tersebut, peneliti menyimpulkan produk sudah layak pakai menjadi bahan literasi dan media pembelajaran untuk siswa kelas III sekolah dasar.

Kata Kunci: penelitian dan pengembangan, membaca, buku cerita bergambar, dan bangun datar.

ABSTRACT

Developing illustrated story book about two – dimensional shape through children game primary school students grade III

Agung Hari Krisjaya

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Reading ability is important for children's learning development, to get information and knowledge towards self-development. Reading can improve students' interest and understanding. The purpose of this research was to develop illustrated story book about two – dimensional shape through children game primary school students grade III and to know the quality of it.

The method used in this research was Research and Development by applying modification of Borg and Galls' development research procedures and Tomlinson's basic steps of language materials development. 1)Students' need analysis, 2) literature review and make a questionnaire, 3)create initial design and main story based on Tomlinson's language materials development, 4) initial research (validation) toward an expert, teachers, and students, 5) validation, 6) field research to six childrens, 7) final product improvement.

The results of the research was illustrated story book two – dimensional shape through children game primary school students grade III suitable for students' characteristic and needed. It has simple sentence and easy to understand by students, the title: Showcard gothic font and 65pt on size, main story: Comic sans font 17pt on size, cover: ivory 230gsm,main story paper: Art Paper 150gsm, A4, picture based on story, light color. The story based on Tomlinson's basic principles of materials development, which are give a strong influence, easy to learn, focus on materials, give a positive effect and give a feedback. Based on the result from validation, researcher concluded that the book is good to implementation as literacy activities and learning media for primary school students grade II.

Keywords: Research and development, reading, illustrated story book, two dimensional shapes.