

ABSTRAK

PENGEMBANGAN PERANGKAT PEMBELAJARAN INOVATIF DALAM SUB TEMA 2 BERMAIN DI RUMAH TEMAN MENGACU KURIKULUM 2013 UNTUK SISWA KELAS II SEKOLAH DASAR

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Penelitian ini dilakukan berdasarkan analisis kebutuhan yang menunjukkan perlunya contoh perangkat pembelajaran inovatif mengacu Kurikulum 2013. Tujuan utama penelitian ini untuk mengetahui kualitas produk yang telah dikembangkan yaitu perangkat pembelajaran inovatif dalam sub tema 2 bermain di rumah teman mengacu Kurikulum 2013 untuk siswa kelas II Sekolah Dasar.

Peneliti menggunakan langkah-langkah penelitian dan pengembangan dari Borg and Gall. Ada 10 (sepuluh) langkah pengembangan penelitian menurut Borg and Gall namun peneliti membatasi sampai 7 (tujuh) langkah yaitu 1) penelitian dan pengumpulan informasi awal, 2) perencanaan, 3) pengembangan format produk awal, 4) uji coba awal, 5) revisi produk, 6) uji coba lapangan, 7) revisi produk, sampai menghasilkan produk akhir berupa perangkat pembelajaran inovatif mengacu Kurikulum 2013. Peneliti menggunakan dua model pembelajaran inovatif yaitu model *Problem Based Learning (PBL)* dan *Quantum Teaching*.

Berdasarkan validasi perangkat pembelajaran inovatif dari kedua validator pembelajaran inovatif yang dikembangkan dengan model *Problem Based Learning (PBL)* dan *Quantum Teaching* diperoleh skor rerata 4,18 dengan kategori “baik”. Sedangkan berdasarkan uji coba terbatas oleh satu guru kelas II dan teman sejawat diperoleh skor rerata 4,38 dengan kategori “sangat baik”. Peneliti mendapatkan skor rerata dari validasi dan uji coba terbatas 4,28 dengan kategori “sangat baik”. Skor tersebut menunjukkan bahwa perangkat pembelajaran inovatif untuk siswa kelas II Sekolah Dasar yang dikembangkan memiliki kualitas “sangat baik”.

Kata Kunci: Pembelajaran inovatif, perangkat pembelajaran, model pembelajaran *Problem Based Learning (PBL)*, model pembelajaran *Quantum Teaching*, Kurikulum 2013

ABSTRACT

THE DEVELOPMENT OF INNOVATIVE LEARNING DEVICE ON SUB THEME 2 BERMAIN DI RUMAH TEMAN REFERRING TO CURRICULUM 2013 FOR SECOND GRADE ELEMENTARY SCHOOL STUDENTS

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This research is based on the analysis of the need that shows how important the examples of innovative learning device referring to the curriculum 2013. The purpose of this study is to find out the quality of products that have been developed namely innovative learning device on sub theme 2 bermain di rumah teman referring to curriculum 2013 for second grade elementary school students.

Researcher uses the research steps and development of the Borg and Gall. There are 10 (ten) research developments according to Borg and Gall but researcher limits it only 7 (seven) steps, they are 1) beginning research and collecting information, 2) planning, 3) developing the first form product, 4) first trial, 5) product revision, 6) field trial, 7) product revision, then produce the final product as an innovation learning device which refers to curriculum 2013. Researcher uses two innovative learning models, they are Problem Based Learning (PBL) model and Quantum Teaching model.

Based on the validation of the innovative learning device from both expert validator of innovative learning which is developed by Problem Based Learning (PBL) and the Quantum Teaching got score 4.18 in category "good". While, based the limited testing product by the second grade elementary school teacher and peers gave, got score 4,38 in category "very good." The researcher got average score from validation result and limited trial 4.28 with "very good" category. This score showed that the innovative learning device for second grade elementary school has "very good" quality.

Keyword: *innovative learning, learning device, problem based learning model, quantum teaching learning model, curriculum 2013*