ABSTRAK

PENGEMBANGAN MODUL METODE PERMAINAN TRADISIONAL ANAK UNTUK PEMBELAJARAN KELAS I SD TEMA 4 SUBTEMA 1

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Latar belakang penelitian ini adalah kebutuhan modul pembelajaran permainan tradisional bagi guru. Masalah yang dijumpai adalah masih terpakunya guru pada satu sumber belajar yaitu buku tematik guru, sehingga pembelajaran yang dilakukan kurang tereksplor. Oleh karena itu, peneliti terdorong untuk menciptakan suatu pembelajaran yang di dalamnya terdapat unsur bermain. Penelitian ini bertujuan untuk (1) memaparkan prosedur pengembangan dan (2) mengetahui kualitas penggunaan modul permainan tradisional anak dalam pembelajaran tematik di kelas.

Penelitian ini menggunakan metode *Research and Development (R&D)* Borg and Gall (dalam Sugiyono, 2014: 409-427) yang terdiri dari tujuh tahapan utama, yaitu potensi dan masalah, pengumpulan data, desain produk, validasi desain, revisi desain, uji coba produk, dan revisi produk. Modul pembelajaran divalidasi oleh tiga validator yang terdiri dari dua dosen ahli serta guru kelas 1 dan subjek penelitian siswa kelas I A SD N Kentungan. Teknik pengumpulan data menggunakan kuisioner. Sedangkan, teknik analisis data menggunakan analisis data kualitatif yang diubah menjadi data kuantitatif dengan skala *Likert*.

Hasil penelitian menunjukkan bahwa pengembangan modul pembelajaran permainan tradisional anak kelas I SD tema 4 subtema 1 termasuk dalam kategori sangat baik berdasarkan angket penilaian oleh para ahli. Hasil perhitungan rata-rata penilaian oleh tiga ahli diperoleh skor rata-rata yaitu 4,62 (dari rentang 1-5) sangat baik. Dengan demikian dapat disimpulkan bahwa modul pembelajaran permainan tradisional memiliki kualitas sangat baik dan dapat digunakan guru dalam pembelajaran tematik kelas I.

Kata kunci: Penelitian Pengembangan, Modul, Permainan Tradisional,

ABSTRACT

THE DEVELOPMENT OF TRADITIONAL CHILDREN'S GAMES METHOD MODULES FOR LEARNING IN CLASS I ELEMENTARY SCHOOL THEME 4 SUBTHEME 1

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The background of this research is the need for traditional game learning module for teachers. The problem that was encountered was that the teachers were still absorbed in one source, that is teacher's thematic book, so that the learning carried out was less explored. Therefore, researchers are pushed to created learning which there are elements of the game. The research aims to 1) explain the development procedure and 2) to find out the quality of the use of traditional childrens game modules in thematic learning in class.

This study uses the Research and Development (R&D) Borg and Gall (in Sugiyono, 2014: 409-427) method which consist of seven main stages, namely potential and problems, data collection, product design, design validation, design revision, product testing, and product revision. The learning module is validated by three validators consisting of two expert teachers and teachers class 1, and the subject of this IA students at SD N Kentungan. Data colection techniques using questionnaires. Mean while, the data analysis technique uses qualitative data analysis which converted into quantitative data which a Likert scale.

The results showed that the development of learning modules for traditional games of elementary school children in grade I theme 4 subtheme 1 was included in the excellent category based on the assesment questionnaire by experts. The results of the calculation of the avarage rating by three experts obtain an average score of 4.62 (from the range 1-5) excellent. This it can be concluded that the traditional game learning module has very good quality and can be used teachers in thematic class I learning.

Keywords: Development Research, Modules, Traditional Games.