

## ABSTRAK

**PENGEMBANGAN PROTOTYPE CERGAM PENDIDIKAN BUDI PEKERTI  
DALAM MEMAINKAN INSTRUMEN *KENONG* UNTUK SD**

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Dari hasil angket yang dibagikan pada 20 siswa kelas VI SD yang mengikuti kegiatan ekstrakurikuler gamelan, peneliti mendapatkan data bahwa mereka belum pernah membaca cergam tentang gamelan yang memiliki nilai-nilai budi pekerti. Fokus penelitian ini membahas nilai-nilai budi pekerti dalam memainkan salah satu instrumen gamelan, yaitu *kenong*. Memainkan instrumen *kenong* melatih penabuhnya menjadi sabar. Penelitian ini mencoba mendeskripsikan langkah-langkah pengembangan “Prototipe Cergam Pendidikan Budi Pekerti Dalam Memainkan Instrumen *kenong* untuk SD” dan memaparkan kualitas prototipe tersebut.

Jenis penelitian ini merupakan penelitian dan pengembangan (*R&D*). Peneliti menggunakan 6 langkah penelitian dan pengembangan dari Sugiyono, yaitu 1) Gamelan merupakan salah satu alat musik tradisional di Indonesia yang mengajarkan nilai-nilai budi pekerti. 2) Dari hasil wawancara dua praktisi gamelan dan pembagian angket pada 20 siswa kelas VI, peneliti mendapatkan data bahwa mereka memerlukan cergam untuk mendapatkan informasi tentang gamelan khususnya instrumen *kenong*. 3) Menyusun cergam berdasarkan kisi-kisi yang telah disusun. 4) Cergam divalidasi oleh dua praktisi yaitu ahli gamelan dan ahli bahasa, mendapatkan skor 3,8 (rentang 1-4) “sangat baik”. 5) Merevisi desain dari saran dua validator, dan 6) Melakukan ujicoba kepada 10 siswa kelas IV dari SD N 1 Pedes.

Uji coba produk dilakukan di kelas IV SD N 1 Pedes yang diikuti oleh 10 siswa. Dan dari hasil refleksi siswa, peneliti mendapatkan skor 3,7 tentang pemahaman siswa bahwa instrumen *kenong* dapat melatih penabuhnya memiliki sikap sabar.

Kata Kunci: prototipe cerita bergambar, gamelan, budi pekerti, instrumen *kenong*.

**ABSTRACT****THE DEVELOPMENT OF MORAL VALUED STORYBOARD BOOK  
PROTOTYPE BY UTILIZING KENONG AS THE INSTRUMENT FOR  
ELEMENTARY SCHOOL**

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*Based on the questionnaire that given to 20 students in elementary school grade sixth who involved in gamelan extracurricular, the researcher concludes that those students never read a storyboard book about gamelan which has moral values. This research focuses is on morality values in playing kenong, one of the instruments of gamelan. Playing kenong makes someone who play it become a patience person. This research tries to describe some steps to develop "Moral Valued Storyboard Book by Utilizing Kenong Instrument for Elementary School" and explain the prototype quality.*

*The type of this research is R&D (Research and Development). The researcher uses six steps of research and development by Sugiyono, which are 1) Gamelan is one of traditional music instrument from Indonesia that taught about moral values. 2) Based on the interview with two gamelan players and the questionnaire that given to 20 students from grade sixth, the data show that they need a storyboard book to get information about gamelan especially kenong instrument. 3) Arrange the storyboard book based on the grating that has been arranged before. 4) The storyboard book has been validated by two experts which are gamelan expert and linguist expert, they scored the book 3,8 in the scale of 1-4 which is "very good". 5) Revised the design based on suggestion from those two experts, and 6) Doing a trial to 10 students grade fourth from SD N 1 Pedes.*

*The trial of the product held at SD N 1 Pedes grade fourth followed by 10 students. Based on the reflection of the students about understanding kenong instrument that train someone who play it become patiently scored 3,7.*

**Keywords:** *storyboard book prototype, gamelan, moral value, kenong instrument.*