

ABSTRAK

PENYUSUNAN RENCANA PELAKSANAAN PEMBELAJARAN HARIAN (RPPH) BERBASIS PERMAINAN TRADISIONAL KELAS I SD PADA SUBTEMA GEMAR MEMBACA

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Penelitian ini berawal dari kebutuhan lapangan akan model rencana pelaksanaan pembelajaran harian (RPPH) berbasis permainan tradisional. Penelitian bertujuan untuk mengetahui model (RPPH) berbasis permainan tradisional kelas I SD pada subtema “Gemar Membaca”.

Jenis penelitian ini adalah penelitian dan pengembangan atau (*Research and Development*). Prosedur penelitian dan pengembangan yang digunakan adalah hasil modifikasi dari model pengembangan Borg and Gall dan model pengembangan Sugiyono, yang meliputi lima langkah tahapan pengembangan: (1) studi pendahuluan, (2) pembuatan produk, (3) validasi produk, (4) instrumentasi uji coba terbatas, (5) uji coba terbatas, sampai menghasilkan model (RPPH) berbasis permainan tradisional kelas I SD pada subtema “Gemar Membaca”. Subjek dalam penelitian ini adalah lima SD di Yogyakarta khususnya 8 siswa kelas IB di SDN SB. Objek pada penelitian ini adalah (RPPH) berbasis permainan tradisional kelas I SD subtema “Gemar Membaca”. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah kuesioner, observasi, wawancara, dan dokumentasi.

Hasil penelitian ini adalah model (RPPH) berbasis permainan tradisional kelas I SD pada subtema “Gemar Membaca”. Kualitas dari RPPH subtema “Gemar Membaca” memiliki penilaian 94,11 dari 12 validator yang menunjukkan kualitas “amat baik”. Guru memiliki gambaran RPPH berbasis permainan tradisional. Siswa menjadi lebih antusias, aktif, senang, dan mampu bersosialisasi dengan teman. Penggunaan RPPH berbasis permainan tradisional mampu meningkatkan hasil belajar siswa sebesar 57% berdasarkan hasil *Pre-test* dan *Post-test*.

Kata kunci : RPPH, permainan tradisional, subtema gemar membaca

ABSTRACT

**THE CONSTRUCTION OF DAILY LESSON PLANS (RPPH) BASED ON
TRADITIONAL GAMES FOR THE FIRST GRADE OF ELEMENTARY
SCHOOL IN THE SUB THEME DELIGHT IN READING**

The research was done as the answer of teacher's need on Daily Lesson Plan (RPPH) based on traditional games. The research was aimed to understand the model of Daily Lesson Plan (RPPH) traditional games-based for the first grade of elementary school in the subtheme "Delight In Reading".

The type of the research is the research and development, well-known as R and D (Research and Development). The research prosedur Led bas the modified version between Borg & Gall and Sugiono model, which consists of; (1) Pre-study, (2) Product-making, (3) Product-validation, (4) Limited trial instruments, (5) Limited trials. The research was conducted until the final result of RPPH traditional games-based for the first grade of elementary school in the sub theme "Delight In Reading". The subjects of the research were 5 elementary schools in Yogyakarta especially in SB State Elementary School, by taking eight students in the 1B class. The data analysis techniques used in the research were questionnaires, observations, interviews, and documentations. The instruments used in the research were questionnaire sheets, observation sheets, manual interviews, and documentations.

The result of the research was the arrangement of Daily Lesson Plan (RPPH) based on traditional games for the first grade of elementary School in the subtheme "Delight In Reading". The RPPH quality got the point of 94,11 rating of 12 validators which was considered "very good." Teachers might have the image of the Lesson Plan based on traditional games. In addition, student were getting more enthusiastic, active, happy, and able to socialize more with their friends. The usage of this RPPH, was able to improve students' learning result up to 57% based on the result of the pre-test and post-test.

Keywords: *Daily Lesson Plan (RPPH), traditional games, delight of reading subtheme*