

ABSTRAK**PENGEMBANGAN BUKU PANDUAN GURU SD BERBASIS STEAM PADA PEMBELAJARAN TEMATIK KELAS IV TEMA 2**

Yolanda Selvi
Universitas Sanata Dharma
2021

Penelitian ini dilatarbelakangi oleh kebutuhan guru terhadap referensi buku panduan guru SD berbasis STEAM pada pembelajaran tematik kelas IV tema 2. Penelitian ini bertujuan untuk (1) mengembangkan buku panduan guru SD berbasis STEAM pada pembelajaran tematik kelas IV tema 2, (2) mengetahui hasil penelitian tentang STEAM.

Jenis penelitian ini merupakan penelitian dan pengembangan (*Research and Development*). Subjek penelitian ini yaitu guru kelas IV SD Negeri Caturtunggal I. Objek penelitian ini yaitu buku panduan guru SD berbasis STEAM pada pembelajaran tematik kelas IV tema 2. Pengumpulan data pada penelitian ini menggunakan teknik wawancara, dan kuesioner.

Hasil dari penelitian ini menunjukkan bahwa (1) prosedur penelitian dan pengembangan buku panduan guru SD berbasis STEAM pada pembelajaran tematik kelas IV tema 2 menggunakan langkah-langkah penelitian model ADDIE, yaitu *Analyze, Design, Development, Implementation, Evaluate*. (2) hasil penelitian tentang STEAM, karakteristik STEAM (1) menggunakan metodologi berbasis proyek, RPP pada buku panduan ini disusun dengan menggunakan model pembelajaran *Project Based Learning* (PjBL), dan juga pada saat kegiatan pembelajaran peserta didik diminta untuk membuat kincir angin, (2) meningkatkan kreativitas, muncul saat kegiatan membuat poster, (3) meningkatkan pembelajaran bermakna, saat peserta didik melaksanakan materi pembelajaran yang memuat unsur STEAM, (4) *Science* membuat *practical sense* bermakna, saat peserta didik menerapkan unsur *science* dalam pembelajaran, (5) mencakup area lain secara terintegrasi, peserta didik mengintegrasikan beberapa mata pelajaran, (6) mendorong kolaborasi, saat mengerjakan LKPD peserta didik diajak berkolaborasi bersama dengan kelompoknya.

Kata kunci: penelitian pengembangan, buku panduan, STEAM

ABSTRACT**DEVELOPMENT OF A GUIDE BOOK FOR ELEMENTARY SCHOOL TEACHER
BASED STEAM IN THEMATIC LEARNING CLASS IV THEME 2**

Yolanda Selvi
Sanata Dharma University
2021

This research was conducted by the necessity for teachers to reference STEAM-based grade school teacher guidebook in thematic learning for grade IV theme 2. This study aims to (1) develop a STEAM-based elementary teacher guidebook for thematic learning in grade IV theme 2, (2) determine the results of the study about STEAM.

In doing this research, the researcher used research and development method. The subjects of this study were the fourth grade teacher of Caturtunggal I elementary school. The object of this research was the STEAM-based elementary school teacher manual for thematic learning in grade IV theme 2. The data was collected from the interview techniques and questionnaires.

The results of this study indicate that (1) the procedure for research and development of STEAM-based elementary school teacher guide book in thematic learning for grade IV theme 2 uses the ADDIE model research steps, namely Analyze, Design, Development, Implementation, Evaluate. (2) the results of research on STEAM, which include the characteristics of STEAM (1) using a project-based methodology, where the lesson plans in this guidebook are prepared using the Project Based Learning (PBL) learning model, and also when the students are asked to make a windmill during the learning activities, (2) increase the students creativity, it develops during poster making activities, (3) increase meaningful learning for students, it comes up when students carry out learning materials that contain STEAM elements, (4) Science makes meaningful practical sense, it shows when students apply science elements in learning, (5) cover other areas in an integrated way, the students can integrate several subjects, (6) encourage collaboration in learning, when students working on LKPD are invited to collaborate along with their groups.

Keywords: *development research, guidebook, STEAM*