

ABSTRAK

**PENYUSUNAN RENCANA PELAKSANAAN PEMBELAJARAN HARIAN (RPPH)
BERBASIS PERMAINAN ANAK KELAS I SD
PADA SUBTEMA KEGIATAN PAGI HARI**

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Penelitian ini berawal dari kebutuhan lapangan akan model rencana pelaksanaan pembelajaran harian (RPPH) berbasis permainan anak. Penelitian bertujuan untuk mengembangkan model (RPPH) berbasis permainan anak kelas I SD pada subtema “Kegiatan Pagi Hari”.

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. Subjek dalam penelitian ini adalah beberapa guru dan siswa pada lima SD di Yogyakarta, khususnya 5 siswa kelas IB di SDKG untuk tahap uji coba terbatas. Objek pada penelitian ini adalah (RPPH) berbasis permainan anak kelas I SD subtema “Kegiatan Pagi Hari”. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah kuesioner, observasi, wawancara, dan dokumentasi.

Hasil penelitian ini menjelaskan situasi di SD terkait dengan implementasi Kurikulum 2013, khususnya pada persiapan dan penyusunan RPPH berbasis permainan anak kelas I SD pada subtema kegiatan pagi hari. Kualitas dari RPPH terbilang “amat baik” dan layak digunakan dalam pembelajaran pada subtema kegiatan pagi hari, berdasarkan validasi terhadap 12 pakar ahli. Hal itu ditunjukkan dengan skor rata-rata produk sebesar 90,5 dari skala 100. Penggunaan RPPH berdampak pada naiknya hasil belajar siswa dengan persentase (66%) yang terlihat dari hasil *pretest* dan *posttest*. Guru dapat menggunakan model RPPH berbasis permainan anak sebagai salah satu model RPPH.

Kata kunci : RPPH, permainan anak, subtema kegiatan pagi hari

ABSTRACT

CONSTRUCTING DAILY LESSON PLANS (RPPH) BASED ON CHILDREN GAME FOR
THE FIRST GRADE OF ELEMENTARY SCHOOL

Sub theme Morning Activity

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This study began from the need in the field of a daily lesson plans (RPPH) model based on children game. The study aimed to develop the RPPH model based on children game for the first grade of elementary school on the sub theme "Morning Activity".

This study was a research and development. (R&D) the procedure of the research used was a modified version of the two models by Borg & Gall and by Sugiyono model, which included a five-step stages of development: (1) preliminary study, (2) the production of the product, (3) product validation, (4) instrumentation for limited trial (5) limited trial. Subjects in this study were some teachers and students of five elementary schools in Yogyakarta, especially 5 students of the first grade in SDKG for the limited trial stage. The object of this research was RPPH based on children game for the first grade of elementary school on the sub theme "Morning Activity". Data collection techniques used in this study were questionnaire, observation, interview, and documentation.

The result of this research explained the field situation in the five elementary schools associated with the implementation of the 2013 curriculum, especially in the preparation and drafting the RPPH based on children game for the first grade of elementary schools on the sub theme morning activities. Quality of RPPH could be said "very good" and fitted for use in learning the sub theme morning activity based on the validation of the 12 experts. This was indicated by mean score of 90,5 out of 100. The use of RPPH impacted on the rising of students learning achievement, as seen from gain of the pretest and posttest (66%). Teachers could use RPPH model based on children game developed in this research as one of the RPPH models.

Keywords: RPPH, children game, sub theme morning activity