

ABSTRAK

Pertiwi, Ari Widya (2014): *Penyusunan Rencana Pelaksanaan Pembelajaran Harian (RPPH) Berbasis Permainan Tradisional Kelas I SD pada Tema Diriku Subtema Aku dan Teman Baru*. Skripsi Yogyakarta, Program Studi Pendidikan Guru Sekolah Dasar Universitas Sanata Dharma.

Penelitian ini bertujuan untuk mengetahui dan menyusun model Rencana Pelaksanaan Pembelajaran Harian (RPPH) berbasis permainan tradisional kelas I SD pada tema diriku subtema aku dan teman baru

Penelitian ini menggunakan metode penelitian dan pengembangan. Prosedur penelitian dan pengembangan RPPH dengan langkah-langkah penelitian *R and D* yang dikembangkan oleh Borg dan Gall yaitu meliputi 6 langkah yaitu: (1) potensi dan masalah, (2) pengumpulan data, (3) desain produk, (4) validasi produk, (5) revisi produk, (6) uji coba produk, sampai menghasilkan produk final RPPH berbasis permainan tradisional. Uji coba produk melibatkan 5 siswa kelas I SD KJB yang dilakukan pada bulan November 2014.

Terdapat 4 permainan tradisional dalam penyusunan RPPH yaitu: Ular Naga, Dakon, Gobak Sodor, dan Boy-boyan. RPPH telah di uji validitas oleh 12 pakar/ahli yang terkait pada kurikulum. Hal itu ditunjukkan dengan hasil rata-rata produk yang memperoleh skor 90,15 dengan kategori “Amat Baik”. Hasil uji coba lapangan dari nilai pretest dan posttest terdapat peningkatan hasil belajar sebanyak 57%. Produk RPPH telah memiliki kualitas yang dapat digunakan oleh guru untuk kegiatan pembelajaran dan dengan menggunakan permainan dapat berdampak pada hasil belajar siswa.

Kata kunci: Metode penelitian dan pengembangan, Kurikulum 2013, RPPH, Permainan tradisional

ABSTRACT

Pertiwi, Ari Widya (2014): Preparation of Daily Lesson Plan (RPPH) Traditional Game Based on the SD Class one Theme Myself Subthemes I and New Friends. Yogyakarta Thesis, Department of Primary School Teacher Education Sanata Dharma University.

This research's purpose is to describe the model of Daily Lesson Plan (RPPH) based on the traditional game first grade elementary school on the theme myself subtheme I and new friends

This research employed research and development (R&D). Research and development procedures Daily Lesson Plan with measures R and D research developed by Borg and Gall which includes six steps: (1) the potential and problems, (2) data collection, (3) the design of the product, (4) validation of products, (5) product revision, (6) test products, to produce the final product based RPPH traditional games. Product trials involved five students in grade I SD KJB conducted in November 2014.

There are four traditional games in the preparation Daily Lesson Plan namely: Ular Naga, Dakon, Gobak Sodor, and Boy - boyan. Daily Lesson Plan have on the validity of the test by 12 expert / expert related to the curriculum. This was indicated by the average yield products which scored 90.15 in the category of " Very Good ". The results of field trials of the pretest and posttest were learning outcome as much as 57 % Daily Lesson Plan product has a quality that can be used by teachers for learning activities and the use of a game can have an impact on student learning outcomes.

Keywords: *Methods of research and development, 2013 Curriculum, Daily Lesson Plan (RPPH), traditional games*