

ABSTRAK

PENGEMBANGAN MODUL INTERAKTIF BERBASIS PEMBELAJARAN REFLEKTIF MENGGUNAKAN GOOGLE SITES PADA MATERI PERTUMBUHAN DAN PERKEMBANGAN MAKHLUK HIDUP UNTUK KELAS XII

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Berdasarkan analisis kebutuhan lima Sekolah Menengah Atas (SMA) di Yogyakarta, menunjukan bahwa terdapat beberapa masalah yang muncul selama pembelajaran jarak jauh, seperti variasi media pembelajaran yang sulit dikembangkan oleh guru, sulitnya meningkatkan minat belajar peserta didik, peserta didik sulit untuk memahami materi pertumbuhan dan perkembangan karena kompleks dan komprehensif, dan peserta didik kurang memaknai dan merefleksikan pembelajaran yang telah dilakukan. Penelitian ini bertujuan untuk mengetahui desain media pembelajaran berupa modul interaktif berbasis pembelajaran reflektif menggunakan *google sites* pada materi pertumbuhan dan perkembangan makhluk hidup untuk kelas XII dan mengetahui kualitas dan kelayakan media pembelajaran berupa modul interaktif berbasis pembelajaran reflektif menggunakan *google sites* pada materi pertumbuhan dan perkembangan makhluk hidup untuk kelas XII.

Jenis penelitian ini adalah *Research and Development* (R&D) menggunakan lima dari sepuluh langkah pengembangan menurut Borg & Gall. Produk yang dikembangkan diuji kelayakannya (validasi) oleh ahli materi, ahli media teknologi informasi (TI), dan guru biologi SMA. Data penelitian dianalisis menggunakan analisis kualitatif dan kuantitatif.

Produk yang dikembangkan berbentuk *website* menggunakan *google sites* terdiri dari beberapa menu, diantaranya halaman utama, petunjuk, KI dan KD, indikator ketercapaian, materi, tes formatif, evaluasi, refleksi, penilaian diri, video pembelajaran, kontak, daftar pustaka, dan informasi. Berdasarkan hasil validasi modul interaktif berbasis pembelajaran reflektif menggunakan *google sites* pada materi pertumbuhan dan perkembangan makhluk hidup untuk kelas XII termasuk dalam kategori "Sangat Baik" dan layak diujicobakan dalam lingkup terbatas.

Kata kunci: *Research and Development* (R&D), modul interaktif, pembelajaran reflektif, pertumbuhan dan perkembangan makhluk hidup.

ABSTRACT

DEVELOPMENT OF INTERACTIVE MODULE BASED ON REFLECTIVE LEARNING USING GOOGLE SITES ON GROWTH AND DEVELOPMENT MATERIALS FOR CLASS XII

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Based on the needs analysis of five senior high schools in Yogyakarta, it shows that there are several problems that arise during on line learning, such as variations in learning media that are difficult for teachers to develop, it is difficult to increase students' interest in learning, students are difficult to understand growth material and development because it is complex and comprehensive, and students do not understand and reflect on the learning that has been done. This study aims to determine the design of learning media in the form of interactive modules based on reflective learning using google sites on material for the growth and development of living things for class XII and to determine the quality and feasibility of learning media in the form of interactive modules based on reflective learning using google sites on material for the growth and development of living things for class XII.

This type of research is Research and Development (R&D) using five of the ten development steps according to Borg & Gall. The products developed were tested for feasibility (validation) by material experts, information technology media (IT) experts, and high school biology teachers. The research data were analyzed using qualitative and quantitative analysis.

The product developed in the form of a website using google sites consists of several menus, including the main page, instructions, KI and KD, achievement indicators, materials, formative tests, evaluations, reflections, self-assessments, learning videos, contacts, bibliography, and information. Based on the results of the validation of the interactive module based on reflective learning using google sites on the material on the growth and development of living things for class XII it is included in the "Very Good" category and deserves to be tested in a limited scope.

Keywords: *Research and Development (R&D), interactive module, reflective learning, growth and development.*