

## ABSTRAK

Skripsi ini ditulis dengan judul **“DESAIN MATERI PEMBELAJARAN PAK UNTUK KOMPETENSI DASAR MENGHAYATI NILAI-NILAI KEJUJURAN DAN Keadilan DALAM Kehidupan BERMasyarakat SEBAGAI PERWujudan Karya Roh Kudus Kelas V Studi Kasus Di SD Kanisius Bonoharjo dan SD Kanisius Wates”**. Skripsi ini ditulis dengan tujuan untuk mengetahui desain materi yang sesuai dengan kompetensi dasar dan diminati peserta didik. Materi pembelajaran adalah sarana yang dirancang secara sistematis untuk mencapai kompetensi dasar sekaligus relevan dengan syarat materi yang baik yang berupa permainan, lagu, cerita, video/film, dan sebagainya. Berdasarkan hasil analisis kebutuhan, kompetensi dasar serta sarana dan prasana didesain tiga materi yakni, permainan, lagu, dan cerita. Jenis penelitian yang digunakan adalah *Research and Development* (R&D). Subjek penelitian adalah satu ahli materi yakni dosen pembimbing dan peserta didik kelas V SD yang terdiri dari 6 sekolah dasar yakni SD Kanisius Wates, SD Kanisius Bonoharjo, SD Sang Timur, SD Tarakanita Ngembesan, SD Kanisius Nglingsi, dan SD Maria Assumpta Klaten untuk analisis kebutuhan. Oleh karena situasi pandemi Covid-19 ujicoba desain materi hanya bisa dilakukan untuk dua desain materi yakni cerita dan lagu di dua sekolah yakni SD Kanisius Bonoharjo dan SD Kanisius Wates. Data uji desain materi cerita yang didapat dalam penelitian berdistribusi tidak normal maka, analisis data perbedaan pre-tes dan pos-test menggunakan uji *Mann Whitney*. Uji *Mann Whitney* menunjukkan nilai Sig. sebesar 0,000, hal ini berarti terdapat perbedaan nyata rata-rata pre-tes dan pos-tes pada desain materi cerita. Data uji desain materi lagu yang didapat dalam penelitian berdistribusi normal. Uji beda selisih pre-tes dan pos-tes desain materi cerita dan materi lagu melalui uji *Mann Whitney* menunjukkan nilai Sig sebesar 0,000, hal ini berarti terdapat perbedaan nyata rata-rata pre-tes dan pos-tes pada desain materi cerita. Nilai rata-rata perbedaan pre-tes dan pos-tes materi cerita sebesar 20,27 dan materi lagu sebesar 8,18. Dengan demikian dapat disimpulkan desain materi cerita lebih baik dari desain materi lagu.

**Kata Kunci** : Materi pelajaran, peserta didik, Pendidikan Agama Katolik.

## ABSTRACT

*This undergraduate thesis is titled "THE DESIGN OF CATHOLIC RELIGIOUS EDUCATION MATERIALS FOR BASIC COMPETENCIES TO ENJOY THE VALUES OF HONESTY AND JUSTICE IN COMMUNITY LIFE AS THE EMBODIMENT OF THE WORK OF THE HOLY SPIRIT CLASS V CASE STUDY AT KANISIUS BONO HARJO AND KANISIUS WATES ELEMENTARY SCHOOL". This thesis was written with the aim of knowing the design of the material in accordance with the basic competencies and interest of students. Learning materials are means that are systematically designed to achieve basic competencies as well as relevant to the requirements of good material in the form of games, songs, stories, videos/films, and so on. Based on the results of the needs analysis, basic competencies and facilities and infrastructure were designed three materials, namely, games, songs, and stories. The type of research used is Research and Development (R&D). The subject of the study was one material expert, namely the supervising lecturer and fifth grade students of SD which consisted of 6 elementary schools namely SD Kanisius Wates, SD Kanisius Bonoharjo, SD Sang Timur, SD Tarakanita Ngembesan, SD Kanisius Nglinggi, and SD Maria Assumpta Klaten for needs analysis. Due to the Covid-19 pandemic situation, material design trials can only be carried out for two material designs, namely stories and songs in two schools, namely SD Kanisius Bonoharjo and SD Kanisius Wates. The story material design test data obtained in the study were not normally distributed, so the data analysis of the difference between pre-test and post-test use test Mann Whitney. The test Mann Whitney shows the value of Sig. of 0.000, this means that there is a significant difference in the average pre-test and post-test on the design of the story material. The song material design test data obtained in the study were normally distributed. The difference test of the difference between pre-test and post-test of story material design and song material through the test Mann Whitney showed a Sig value of 0.000, this means that there is a significant difference in the average pre-test and post-test on the design of the story material. The average value of the difference between the pre-test and post-test of the story material is 20.27 and the song material is 8.18. Thus, it can be concluded that the story material design is better than the song material design.*

**Keywords :** Subject matter, students, Catholic Religious Education.