Abstrak

PENGEMBANGAN PANDUAN PRAKTIKUM DIGITAL BERBASIS KONTEKSTUAL DENGAN MODEL *GUIDED DISCOVERY LEARNING* (GDL) UNTUK MATERI EKOSISTEM KELAS X

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Pembelajaran jarak jauh (PJJ) mengakibatkan kendala pembelajaran. Kendala yang ditemukan adalah 80% guru kesulitan dalam membuat media serta bahan ajar virtual dan 40% guru kesulitan dalam pelaksanaan praktikum. Kendala ini dapat diatasi dengan memanfaatkan lingkungan sekitar tempat tinggal siswa sebagai objek praktikum. Oleh sebab itu, penelitian ini mengembangkan media pembelajaran berupa panduan praktikum digital berbasis kontekstual dengan model *Guided Discovery Learning* (GDL) untuk materi ekosistem kelas X. Tujuan penelitian ini adalah mengetahui kualitas produk yang dikembangkan menggunakan model GDL.

Penelitian ini merupakan penelitian *Research and Development* (R&D) menurut Borg dan Gall dalam Sugiyono (2020). Tahapan penelitian R&D yang dilakukan, yakni identifikasi potensi dan masalah, pengumpulan data, desain produk, validasi desain, dan revisi desain. Teknik pengumpulan data yang digunakan adalah wawancara dan kuesioner, sedangkan instrumen yang digunakan adalah kisi-kisi, daftar pertanyaan wawancara, dan lembar validasi produk. Produk divalidasi oleh satu ahli media, satu ahli materi, dan dua validator pembelajaran.

Hasil penelitian ini berupa persentase hasil validasi. Hasil persentase yang diperoleh, yakni ahli media 95,67%, ahli materi 98%, validator pembelajaran satu dan dua sebesar 92,45%, dan 95,73%. Produk memiliki rerata persentase nilai 95,46% dengan kriteria intepretasi skor modifikasi skala likert “sangat kuat” sehingga produk layak untuk uji coba tahap awal sebagai media pembelajaran materi ekosistem kelas X.

Kata kunci: Ekosistem, Model GDL, panduan praktikum digital, pembelajaran kontekstual

Abstract

DEVELOPING CONTEXTUAL-BASED DIGITAL PRACTICUM GUIDE BOOK OF ECOSYSTEM MATERIALS FOR GRADE X STUDENTS USING GUIDED DISCOVERY LEARNING (GDL) MODEL

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Distance learning (PJJ) causes learning problems. The obstacles found were that 80% of teachers had difficulty making media and virtual teaching materials, and 40% of teachers had problems carrying out practicum. Teachers can overcome these obstacles by utilizing the environment around the students' residence as an object of practice. Therefore, this study developed a learning media in the form of a contextual-based digital practicum guide with a Guided Discovery Learning (GDL) model for ecosystem material in grade X. The purpose of the study was to determine the quality of the product developed using the GDL model.

According to Borg and Gall in Sugiyono (2020), this study was a Research and Development (R&D). The stages of the R&D carried out were identification of potentials and problems, data collections, product design, design validation, and design revision. The data collections techniques used in this study were interviews and questionnaires. Meanwhile, the instruments used were grids, interview questionnaires, and product validation sheets. The product was validated by one media expert, one material expert, and two learning validators.

The results of this study were the percentage of validation results. The percentage results obtained are 95.67% media experts, 98% material experts, first and second learning validators, 92.45%, and 95.73%. The product has a mean percentage value of 95.46%, with the criteria for interpreting the modified Likert scale score "very strong" so that the product was suitable for initial testing as a learning medium for ecosystem materials in grade X.

Keywords: Ecosystem, GDL Model, digital practicum guide, contextual learning