ABSTRAK

PENYUSUNAN RENCANA PELAKSANAAN PEMBELAJARAN HARIAN (RPPH) BERBASIS PERMAINAN TRADISIONAL KELAS 1 SD PADA SUBTEMA "GEMAR MENGGAMBAR"

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Penelitian ini berawal dari penerapan kurikulum 2013. Peneliti melakukan wawancara kepada 12 guru di 5 Sekolah Dasar dan mendapatkan data jika guru memerlukan Rencana Pelaksanaan Pembelajaran Harian (RPPH). Peneliti juga melakukan wawancara kepada 5 siswa di 5 Sekolah Dasar dan mendapatkan data jika siswa memerlukan kegiatan pembelajaran yang mengakomodasi metode permainan. Oleh karena itu peneliti terdorong untuk melakukan penelitian pengembangan yang berjudul Penyusunan Rencana Pelaksanaan Pembelajaran Harian (RPPH) Berbasis Permainan Tradisional Kelas I SD pada Subtema "Gemar Menggambar".

Penelitian ini adalah penelitian pengembangan atau R&D yang mengadopsi model pengembangan menurut Borg & Gall dan model pengembangan menurut Sugiyono yang dimodifikasi menjadi lima tahapan. Lima tahapan tersebut meliputi: (1) Studi pendahuluan yaitu kajian kepustakaan dan analisis data. (2) Pembuatan produk yaitu pembuatan RPPH berbasis permainan tradisional kelas 1 subtema gemar menggambar. (3) Validasi poduk yaitu dilakukan oleh 12 validator dan mendapatkan skor rata-rata produk sebesar 89,9 dari skala 100 yang menunjukkan kualitas "Baik". (4) Instrumentasi uji coba terbatas yaitu menyusun instrumen kuesioner tanggapan siswa, instrumen pedoman wawancara terhadap guru, dan instrumen tes untuk *pretest* dan *posttest*. (5) Uji coba terbatas yaitu mengujicobakan RPPH secara terbatas yang dilakukan di SDN SB. Hasil ujicoba terbatas menunjukkan bahwa penerapan RPPH berbasis permainan tradisional berdampak pada naiknya hasil belajar peserta didik dengan persentase sebesar 44%.

Hasil penelitian menunjukkan bahwa perangkat pembelajaran berupa RPPH berbasis permainan tradisional dapat membuat guru terbantu dalam menyusun RPPH. Siswa juga tertarik dan bersemangat dalam mengikuti kegiatan pembelajaran dengan menggunakan metode permainan tradisional.

Kata kunci : *Research and Development*, RPPH, Permainan Tradisional, Subtema "Gemar Menggambar".

ABSTRACT

MAKING DAILY LESSON PLAN (RPPH) BASED ON TRADITIONAL GAME FOR THE FIRST GRADE OF ELEMENTARY SCHOOL ON "I LOVE DRAWING" SUBTHEME

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This study started with the implementation of 2013 curriculum. The author interviewed 12 teachers in 5 elementary schools and discovered that teachers required Daily lesson Plan (RPPH). The author also interviewed 5 students in 5 elementary schools and discovered that students required lessons which accommodate game method. Therefore, the author was compelled to conduct a development research titled Making Daily lesson Plan (RPPH) Based on Traditional Game for The First Grade of Elementary School on "I Love Drawing" Subtheme.

This study was a development research or R&D which adopted Borg & Gall's development model and Sugiyono's development model which were modified into five stages. The five stages were: (1) Preliminary study which was literature study and data analysis. (2) Product making which was making RPPH based on traditional game for the first grade on I love drawing subtheme. (3) Product validation by 12 validators and produced a average score of 89,9 out of 100 which showed "Good" quality. (4) Instrumentation of limited trial which was making student questionnaire instrument, interview guide instrument for teachers, and pretest and posttest instruments. (5) Limited trial by conducting limited RPPH test in SDN SB. The result of limited trial showed that the implementation of RPPH based on traditional game increase students' learning outcome by 44%.

Research result showed that RPPH based on traditional game helped teachers in making RPPH. Students were also interested and excited to follow lessons which used traditional game method.

Keywords : Research and Development, RPPH, Traditional Game, "I Love Drawing" Subtheme.