ABSTRAK

PENGEMBANGAN PERANGKAT PEMBELAJARAN MODEL *PROBLEM-BASED LEARNING* TERINTEGRASI *FLIPPED CLASSROOM* PADA MATERI ANIMALIA KELAS X SMA

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Hasil wawancara analisis kebutuhan dari lima guru biologi pada lima SMA di Kota Surakarta menunjukkan bahwa materi animalia menjadi materi yang dianggap sulit oleh peserta didik karena cakupannya yang luas. Guru memerlukan perangkat pembelajaran yang dapat diterapkan dalam pembelajaran berbasis *blended learning* serta mengatasi permasalahan materi animalia. *Problem-based learning* terintegrasi *flipped classroom* berpotensi sebagai solusi permasalahan materi animalia serta dapat diterapkan dalam *blended learning*. Penelitian ini bertujuan untuk mengembangkan perangkat pembelajaran model *problem-based learning* terintegrasi *flipped classroom* pada materi animalia kelas X SMA dan untuk mengetahui kelayakan perangkat pembelajaran model *problem-based learning* terintegrasi *flipped classroom* pada materi animalia kelas X SMA.

Penelitian ini merupakan jenis penelitian pengembangan (*Research and Development* atau R&D). Model ADDIE (*Analysis, Design, Development, Implementation and Evaluation*) digunakan sebagai acuan pelaksanaan penelitian namun pelaksanaannya dibatasi sampai tahap ketiga *development* (pengembangan). Produk yang dikembangkan divalidasi oleh empat validator yang terdiri dari dua praktisi pembelajaran dan dua ahli yaitu ahli bidang pendidikan dan keilmuan biologi. Teknik pengumpulan data yang digunakan dalam penelitian ini adalah wawancara analisis kebutuhan dengan instrumen panduan wawancara dan kuesioner validasi produk dengan instrumen kuesioner.

Produk penelitian dan pengembangan yang dihasilkan adalah perangkat pembelajaran berupa silabus, RPP dan lampiran RPP berupa materi, LKPD dan instrumen evaluasi. Hasil validasi produk perangkat pembelajaran menunjukkan bahwa silabus memperoleh nilai rata-rata sebesar 3,71 dan RPP memperoleh nilai rata-rata sebesar 3,83 dengan kriteria keduanya adalah "Sangat Baik". Produk tersebut dinyatakan layak diujicobakan dalam lingkup terbatas dengan revisi sesuai komentar/saran perbaikan

Kata kunci: R&D, perangkat pembelajaran, materi animalia

ABSTRACT

DEVELOPMENT OF LEARNING TOOLS BASED ON PROBLEM-BASED LEARNING INTEGRATED WITH FLIPPED CLASSROOM MODEL TO TEACH ANIMALIA MATERIAL FOR 10th GRADE STUDENTS

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The results of need analysis interviews with five biology teachers in five senior high school in Surakarta showed that animalia material was considered difficult by students because of its wide scope. Teachers need learning tools that can be applied in blended learning and solve animalia material problem. Problem-based learning integrated with flipped classroom is potential to be solution to animalia material problem and can be applied in blended learning. This research aimed to develop and to comprehend the properness of the learning tools based on problem-based learning integrated with flipped classroom model on 10th animalia material.

This research was a type of Research and Development (R&D). The ADDIE model (Analysis, Design, Development, Implementation and Evaluation) was used as the research execution reference but its practice was limited to the third stage of development. The developed product was validated by four validators consisting of two learning practitioners and two experts including education experts and biology experts. The data collection technique used in this research was the need analysis interview with instrument of interview guidelines and the product validation questionnaire with questionnaire instrument.

The research and development products generated were the learning tools encompassing a syllabus, lessons plans and their attachments such as materials, student worksheets and evaluation instruments. The learning tools product validation result showed that the syllabus reached the average value of 3,71 and the lesson plans reached the average value of 3,83 with both criteria that were "Very Good". The products were declared eligible to be examined in the limited scope by revising them based on the comments and improvement suggestions.

Keywords: RnD, learning tools, animalia material