

ABSTRAK

**PENGEMBANGAN MEDIA *PUZZLE* PANCASILA MATERI
PENERAPAN SILA PANCASILA PADA PEMBELAJARAN PPKN
UNTUK ANAK ADHD KELAS II SD INKLUSI**

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2022

Latar belakang penelitian ini yaitu kurangnya media pembelajaran dalam proses pembelajaran Pendidikan Kewarganegaraan. Peneliti memperoleh informasi bahwa dalam menjelaskan pelajaran PKn materi pemahaman dan penerapan sila-sila pancasila dalam kehidupan sehari-hari belum adanya media pembelajaran yang mendukung sehingga guru masih mengalami kendala untuk menjelaskan ke siswa khususnya anak yang mengalami Attention Deficite Hyperactivity Disorder (ADHD).

Tujuan penelitian ini meliputi Mengembangkan media Puzzle pada pembelajaran PKn dan mengetahui kualitas produk media puzzle pancasila. Penelitian ini menggunakan jenis pengembangan *Reserch & Development* (R&D) dengan menggunakan model ADDIE (*Analysis, Design, Development, Implementation, dan Evaluation*) dengan langkah (1) analisis kebutuhan masalah pemahaman anak berkebutuhan khusus (ADHD) tentang penerapan sila pancasila (2) merancang media puzzle Pancasila, (3) pengembangan puzzle Pancasila dan validasi produk dilakukan oleh guru kelas dan dosen ahli, (4) Evaluasi berdasarkan hasil validasi kedua validator.

Kualitas produk puzzle Pancasila dari hasil validasi dosen dan guru kelas II Sekolah Dasar (SD) diperoleh skor rata-rata 3,3 dengan kategori "Baik" dengan pembagian hasil skor sebagai berikut: Puzzle Pancasila dengan skor 3,3 , Modul dengan skor 3,4 dan pada video tutorial mendapat skor 3,3 sehingga termasuk pada kategori "Baik" dimana sudah layak digunakan sebagai media pembelajaran.

Kata Kunci : peneltian dan pengembangan, ADHD, Pancasila

ABSTRACT

PANCASILA PUZZLE MEDIA DEVELOPMENT MATERIALS FOR IMPLEMENTATION OF SILA PANCASILA ON CIVICS EDUCATION LEARNING FOR ADHD CHILDREN CLASS II INCLUSI ELEMENTARY SCHOOL

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The background of this research is the lack of learning media in the Civic Education learning process. Researchers obtained information that in explaining Civics lessons the understanding and application of Pancasila precepts in everyday life did not yet have a supportive learning media so that teachers still had problems explaining to students, especially children with Attention Deficit Hyperactivity Disorder (ADHD).

The objectives of this research include developing Puzzle media in Civics learning and knowing the quality of Pancasila Puzzle media products. This study uses the type of research & development (R&D) development using the ADDIE model (Analysis, Design, Development, Implementation, and Evaluation) with steps (1) analyzing the needs of understanding problems of children with special needs (ADHD) about the application of Pancasila principles (2) designing Pancasila Puzzle media, (3) Pancasila Puzzle development and product validation were carried out by class teachers and expert lecturers, (4) Evaluation based on the validation results of the two validators.

The quality of the Pancasila Puzzle product from the validation results of second grade elementary school (SD) lecturers and teachers obtained an average score of 3.3 in the "Good" category with the distribution of the scores as follows: Pancasila Puzzle with a score of 3.3, Modules with a score of 3, 4 and the video tutorial got a score of 3.3 so it is included in the "Good" category which is suitable for use as a learning medium.

Keywords: research and development, ADHD, Pancasila