ABSTRAK

PENGEMBANGAN BUKU SOAL *COMPUTATIONAL THINKING* KONTEKS KULINER INDONESIA UNTUK SISWA KELAS V SD KANISIUS WIROBRAJAN I

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Penelitian ini dilatarbelakangi oleh kemampuan berpikir komputasional siswa yang kurang dan belum tersedia buku soal konteks Indonesia yang menunjang pembelajaran berbasis *computational thinking*. Tujuan penelitian adalah untuk: (1) mengembangkan buku soal konteks kuliner Indonesia untuk melatih kemampuan berpikir komputasional siswa kelas V SD Kanisius Wirobrajan I dan (2) mengetahui kualitas buku soal konteks kuliner Indonesia untuk melatih kemampuan berpikir komputasional siswa kelas V SD Kanisius Wirobrajan I. Metode penelitian yang digunakan adalah penelitian dan pengembangan (*R&D*). Sebanyak 30 siswa dilibatkan untuk uji coba produk soal.

Hasil penelitian ini adalah sebagai berikut : 1) Buku soal konteks kuliner Indonesia dikembangkan berdasarkan langkah – langkah *Analyze*, *Design*, *Development*, *Implement*, dan *Evaluation*. 2) Kualitas buku soal berdasarkan hasil validasi oleh ketiga validator ahli yaitu satu guru kelas V SD Kanisius Wirobrajan I, dan dua dosen ahli mengenai *computational thinking* dengan skala 1 – 4 secara keseluruhan adalah "sangat baik" dengan rata – rata skor 3,66 dan dinyatakan "perlu revisi". Dengan demikian, dapat disimpulkan bahwa buku soal memiliki kualitas sangat baik.

Kata kunci: penelitian dan pengembangan, buku soal, berpikir komputasional, kuliner Indonesia

ABSTRACT

PROBLEM BOOK DEVELOPMENT COMPUTATIONAL THINKING INDONESIAN CULINARY CONTEXT FOR 5TH GRADE STUDENTS OF KANISIUS WIROBRAJAN I ELEMENTARY SCHOOL

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This research was motivated by students' computational thinking skills that were lacking and Indonesian context question books that supported based learning were not yet available computational thinking. The research objectives were to: (1) develop a book about the Indonesian culinary context to train the computational thinking skills of fifth grade students at Kanisius Wirobrajan I Elementary School and (2) find out the quality of the Indonesian culinary context question book to train the computational thinking skills of fifth grade students at Kanisius Wirobrajan I Elementary School. The research method used is research and development (R&D). As many as 30 students were involved in trying out the product questions.

The results of this study are as follows : 1) The book on the Indonesian culinary context is developed based on steps Analyze, Design, Development, Implement, and Evaluation. 2) The quality of the question book is based on the results of validation by the three expert validators, namely one class V teacher at Kanisius Wirobrajan I Elementary School, and two expert lecturers on computational thinking with a scale of 1-4 as a whole is "very good" with an average score of 3.66 and is declared "needs revision". Thus, it can be concluded that the question book has very good quality.

Keywords: research and development, problem books, computational thinking, Indonesian culinary