ABSTRAK

**PENGEMBANGAN BUKU SOAL KONTEKS TEMPAT WISATA
DI INDONESIA UNTUK MELATIH BERPIKIR KOMPUTASIONAL
SISWA KELAS V SD**

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Penelitian ini dilatarbelakangi oleh pentingnya kemampuan memecahkan masalah di abad 21 untuk melatih berpikir komputasional siswa dengan memberikan soal-soal. Tujuan penelitian adalah untuk: (1) menguraikan tahapan pengembangan buku soal konteks tempat wisata Indonesia untuk melatih berpikir komputasional siswa kelas V SD, (2) mengetahui kualitas soal konteks tempat wisata Indonesia untuk melatih berpikir komputasional, dan (3) mengetahui kualitas buku soal konteks tempat wisata Indonesia untuk melatih berpikir komputasional. Metode penelitian yang digunakan adalah penelitian dan pengembangan (*R&D*). Sebanyak 31 siswa kelas V SD dilibatkan untuk uji coba produk soal berpikir komputasional.

Hasil penelitian ini adalah sebagai berikut. 1) Buku soal konteks tempat wisata Indonesia untuk melatih berpikir komputasional siswa kelas V SD dikembangkan menggunakan langkah-langkah ADDIE (*Analyze, Design, Develop, Implement,* dan *Evaluate*). 2) kualitas soal mengandung 4 fondasi berpikir komputasional yaitu dekomposisi, pengenalan pola, abstraksi, dan algoritma. 3) kualitas buku soal berdasarkan hasil validasi 2 dosen ahli dan 1 guru ahli dengan skala 1-4 menunjukkan kategori "baik" dengan nilai rata-rata 3,13 dengan "perlu revisi". Berdasarkan lembar reflektif, dapat diketahui bahwa siswa tertarik pada soal berpikir komputasional dan dapat diketahui untuk tingkatan soal paling sukar maupun mudah. Dengan demikian, dapat disimpulkan bahwa produk pengembangan memiliki kualitas baik.

Kata kunci: berpikir komputasional, buku soal, tempat wisata Indonesia

ABSTRACT

THE DEVELOPMENT OF A TOURISM DESTINATION CONTEXT QUESTION BOOK IN INDONESIA TO TRAIN THE COMPUTATIONAL THINKING OF STUDENTS IN THE 5TH GRADE OF ELEMENTARY SCHOOL

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The background of this research was due to the importance of problem-solving skills in the 21st century to train the students' computational thinking by giving the questions. The purpose of the research are: (1) to elaborate the development stages of the tourism destination context question book in Indonesia to train the computational thinking of students in the 5th grade of Elementary School, (2) to know the quality of the question with context tourism destination in Indonesia to train the computational thinking, and (3) to know the quality of the tourism destination context question book in Indonesia to train the computational thinking. The research method used was research and development (R&D). A total of 31 students in the 5th grade of Elementary School were involved in testing the computational thinking questions products.

The result of the research is follows. 1) a tourism destination context textbook in Indonesia to train students' computational thinking in the 5th grade of Elementary School was developed using ADDIE (Analyze, Design, Develop, Implement, and Evaluate). 2) the quality of the questions contained 4 thinking computational foundations which are decomposition, pattern recognition, abstraction, and algorithms. 3) the quality of the questions book based on the validation results of 2 expert lecturers and 1 expert teacher with a scale of 1-4 showed categories "good" with an average of 3,13 with "revision needed". Based on the reflective sheet, it can be seen that the students were interested in the computational thinking questions, and it also can be seen for the most difficult questions and the easiest questions. Thus, it can be concluded that the developed product had a good quality.

Keywords: computational thinking, questions book, Indonesia tourism destination.