

ABSTRAK

**PENGEMBANGAN BUKU SOAL BERBASIS *COMPUTATIONAL THINKING*
DENGAN TEMA TARI TRADISIONAL UNTUK
SISWA KELAS VI SEKOLAH DASAR**

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Penelitian ini dilatarbelakangi dengan kurangnya referensi guru yang berupa buku soal dalam melatih kemampuan komputasional pada anak. Tujuan penelitian ini untuk 1) mengembangkan buku soal berbasis berpikir komputasional dengan tema tari tradisional untuk siswa kelas VI sekolah dasar, 2) mengetahui rancangan soal menurut indikator berpikir komputasional, dan 3) mengetahui kualitas buku soal berbasis berpikir komputasional dengan tema tari tradisional untuk siswa kelas VI sekolah dasar. Metode penelitian yang digunakan adalah penelitian pengembangan (*R&D*). Subjek penelitian ini adalah 30 anak yang dilibatkan dalam uji coba produk buku soal.

Hasil penelitian ini sebagai berikut, 1) Pengembangan buku soal berbasis berpikir komputasional dengan tema tari tradisional untuk siswa kelas VI sekolah dasar menggunakan langkah-langkah *ADDIE*, meliputi *Analyze, Design, Develop, Implement, dan Evaluate*. 2) Kualitas rancangan soal memenuhi empat langkah berpikir komputasional yaitu dekomposisi, pengenalan pola, abstraksi, dan algoritma. 3) Kualitas buku soal berbasis berpikir komputasional dengan tema tari tradisional berdasarkan validasi oleh 2 ahli berpikir komputasional dan 1 guru kelas VI dengan skala *likert* 1-4, secara keseluruhan “sangat baik” dengan skor 3,44 dengan saran “perlu revisi kecil”. Selanjutnya melalui lembar reflektif, dapat diketahui bahwa tertarik pada soal *computational thinking* dan dapat disimpulkan bahwa pengembangan memiliki kualitas sangat baik.

Kata kunci: berpikir komputasional, tari tradisional, buku soal

ABSTRACT

**DEVELOPMENT OF A COMPUTATIONAL THINKING BASED PROBLEM BOOK
WITH THE THEME OF TRADITIONAL DANCE
FOR ELEMENTARY SCHOOL GRADE VI STUDENTS**

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This research is motivated by the lack of teacher references in the form of question books in training computational abilities in children. The aims of this study were to 1) develop a computational thinking-based question book with the theme of traditional dance for sixth grade elementary school students, 2) find out the design of the questions according to computational thinking indicators, and 3) find out the quality of a question book based on computational thinking based on traditional dance for students class VI elementary school. The research method used is development research (R&D). The subjects of this study were 30 children who were involved in testing the question book product.

The results of this study are as follows, 1) Development of a computational thinking-based question book with the theme of traditional dance for grade VI elementary school students using the ADDIE, Include Analysis, Design, Develop, Implement, and Evaluate steps. 2) The quality of the item design satisfies the four steps of computational thinking, namely decomposition, pattern recognition, abstraction, and algorithms. 3) Quality of computational thinking-based question books with traditional dance themes based on validation by 2 computational thinking experts and 1 grade VI teacher with a Likert scale of 1-4, overall "very good" with a score of 3.44 with the suggestion "needs a small revision". Furthermore, through reflective sheets, it can be seen that they are interested in computational thinking and it can be concluded that the development is of very good quality.

Keywords: computational thinking, traditional dance, problem book