

ABSTRAK

PENGEMBANGAN BUKU SOAL KONTEKSTUAL TEMA ALAT MUSIK TRADISIONAL INDONESIA UNTUK MELATIH KEMAMPUAN BERPIKIR KOMPUTASIONAL SISWA KELAS V SD

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Penelitian ini dilatarbelakangi oleh esensial berpikir komputasional pada sekolah dasar di era abad 21, sehingga guru membutuhkan referensi soal untuk melatih berpikir komputasional. Tujuan penelitian ini untuk 1) menjelaskan proses pengembangan buku soal kontekstual tema alat musik tradisional Indonesia untuk melatih kemampuan berpikir komputasional siswa kelas V SD, 2) mengetahui kualitas buku soal berpikir komputasional dengan konteks alat musik tradisional Indonesia. Penelitian ini menggunakan metode penelitian dan pengembangan (R&D). Subjek penelitian ini adalah 30 siswa kelas V SD yang dilibatkan dalam uji coba produk soal berpikir komputasional.

Hasil penelitian ini adalah sebagai berikut, 1) Buku soal kontekstual tema alat musik tradisional Indonesia untuk melatih berpikir komputasional siswa kelas V SD yang dikembangkan menggunakan langkah-langkah *ADDIE* (*Analyze, Design, Development, Implement, Evaluation*), 2) Kualitas buku soal berpikir komputasional berdasarkan hasil validasi 2 dosen ahli dan 1 guru ahli dengan skala 1-4 menunjukkan kategori “sangat baik” dengan nilai rata-rata 3,56 dengan “perlu revisi”. Hasil kualitas soal dari uji validitas terdapat 13 valid dan 7 tidak valid yang perlu diperbaiki. Kemudian dari lembar reflektif, dapat diketahui bahwa siswa tertarik pada soal berpikir komputasional dan dapat diketahui tingkat soal dari paling mudah sampai sulit. Dengan demikian, dapat disimpulkan bahwa produk buku soal memiliki kualitas sangat baik.

Kata kunci: berpikir komputasional, buku soal, alat musik tradisional Indonesia.

ABSTRACT

A DEVELOPMENT OF A CONTEXTUAL QUESTION BOOK WITH A THEME OF INDONESIAN TRADITIONAL MUSIC INSTRUMENTS TO TRAIN THE COMPUTATIONAL THINKING ABILITY FOR 5TH GRADE ELEMENTARY SCHOOL STUDENTS

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The background of the research is the essentials of computational thinking in elementary schools in the 21st-century era, so teachers need reference questions to practice computational thinking. The aims of this study are to 1) explain the process of developing a contextual questions book with a theme of Indonesian traditional musical instruments to train the computational thinking skills of 5th-grade elementary school students, 2) find out the quality of books on computational thinking questions in the context of Indonesian traditional musical instruments. This study applies research and development (R&D) methods. The subjects of this study were 30 students of 5th-grade elementary school who were involved in testing computational thinking questions.

The results of this study are as follows, 1) Contextual question books with a theme of traditional Indonesian musical instruments to train the computational thinking of 5th-grade elementary school students which were developed using ADDIE steps (Analyze, Design, Development, Implement, Evaluation), 2) The quality of the computational thinking question book based on the validation results of 2 expert lecturers and 1 expert teacher with a scale of 1-4 shows the "very good" category with an average value of 3.56 with "needs revision". The results of the quality of the questions from the validity test were 13 valid and 7 invalid which needed to be corrected. Then from the reflective sheet, it can be seen that students are interested in computational thinking questions and it can be seen through the level of the questions from the easiest to the most difficult. Thus, it can be concluded that the question book product has very good quality.

Keywords: *computational thinking, question books, Indonesian traditional musical instruments.*