

## ABSTRAK

### **PENGEMBANGAN RANCANGAN PEMBELAJARAN BERBASIS MASALAH DENGAN *GOOGLE CLASSROOM* UNTUK MATERI KERAGAMAN SUKU, BANGSA DAN BUDAYA KELAS 4 SD**

Vania Selly Enggar Wuni

Universita Sanata Dharma

2023

Penelitian ini dilatarbelakangi pelaksanaan pembelajaran yang konvensional dan penggunaan media yang seadanya dan belum diimbangi dengan pembelajaran abad 21. Tujuan penelitian ini adalah untuk mengembangkan rancangan pembelajaran berbasis masalah dengan *google classroom* untuk materi keragaman suku, bangsa dan budaya kelas 4 SD. Jenis penelitian yang digunakan adalah penelitian penengembangan atau *Research and Dvelopment (R&D)*. Model pengembangan yang dipakai ialah model ADDIE. Obyek yang dikembangkan ialah rancangan pembelajaran berbasis masalah dengan *google classroom* untuk materi keragaman suku, bangsa dan budaya kelas 4 SD. Subyek penelitian ini ialah peserta didik kelas 4 SD Negeri Babarsari, Instrumen penelitian terdiri dari observasi, tes, kuisioner dan wawancara. Teknik analisis data penelitian ini terdiri dari teknik analisis kualitatif dan kuantitatif.

Dari penelitian diperoleh hasil 1) Pengembangan rancangan pembelajaran berbasis masalah dengan *google classroom* untuk materi keragaman suku, bangsa dan budaya kelas 4 SD yang diluncurkan berdasarkan langkah dalam tahapan ADDIE, yakni *Analyze, Design, Development, Implementation, dan Evaluate*. 2) Kualitas rancangan pembelajaran sesuai dengan hasil uji validitas isi dari 2 dosen dan 2 guru dengan skala likert 1-4 dengan kategori “Sangat baik”, dengan skor rerata 3,43 dengan rekomendasi “Tidak Perlu Revisi”.

**Kata kunci:** rancangan pembelajaran, *Problem Based Learning (PBL)*, *google classroom*

**ABSTRACT**

**“DEVELOPMENT OF PROBLEM-BASED LEARNING DESIGN USING  
GOOGLE CLASSROOM FOR ETHIC, NATIONAL AND CULTURAL  
DIVERSITY MATERIALS FOR FOURTH GRADE OF ELEMENTARY  
SCHOOL”**

Vania Selly Enggar Wuni

*Sanata Dharma University*

2023

*This research is motivated by the implementation of the same learning and the use of improvised media and has not been balanced with 21st century learning. The purpose of this research is to develop a problem-based learning design with Google Classroom for material on ethnic, national and cultural diversity in class IV SD. The type of research used is Research and Development (R&D). The development model used is the ADDIE model. The objects involved were 8 grade IV students at SD Negeri Babarsari. The subject of this study was a problem-based learning design with Google Classroom for material on ethnic, national and cultural diversity in class IV SD. The research instruments consisted of observations, tests, questionnaires and interviews. The data analysis technique of this research consists of qualitative and quantitative analysis techniques.*

*From the research, the results obtained were 1) Development of a problem-based learning plan with Google Classroom for material on ethnic, national and cultural diversity for grade IV SD which was carried out based on the steps in the ADDIE stages, namely Analyze, Design, Development, Implementation, and Evaluate. 2) The quality of the learning design is in accordance with the results of the content validity test of 2 lecturers and 2 teachers with a Likert scale of 1-4 in the "Very good" category, with an average score of 3.43 with the recommendation "No Revisions Needed".*

**Keywords:** *learning design, Problem Based Learning (PBL), google classroom*