

ABSTRAK

**PENGEMBANGAN BUKU AKTIVITAS BERBASIS
COMPUTATIONAL THINKING DENGAN TEMA PEDULI
LINGKUNGAN UNTUK KELAS III SEKOLAH DASAR.**

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Penelitian ini dilatar belakangi oleh kurangnya media dan referensi guru berupa buku aktivitas dalam melatih ketrampilan *computational thinking* pada anak. Tujuan penelitian ini untuk 1) mengembangkan langkah-langkah buku aktivitas berbasis *computational thinking* dengan tema peduli lingkungan untuk siswa kelas III Sekolah Dasar, 2) mendiskripsikan kualitas rancangan aktivitas berbasis *computational thinking* dengan tema peduli lingkungan untuk siswa kelas III Sekolah Dasar. 3) mendiskripsikan kualitas buku aktivitas berbasis *computational thinking* dengan tema peduli lingkungan untuk siswa kelas III Sekolah Dasar. Metode penelitian yang digunakan adalah penelitian dan pengembangan (*R&D*). Subjek penelitian ini adalah 22 siswa yang dilibatkan untuk uji coba produk buku aktivitas.

Hasil penelitian ini sebagai berikut, 1) Pengembangan buku aktivitas berbasis dengan tema peduli lingkungan untuk kelas III sekolah dasar menggunakan langkah-langkah *ADDIE*, *computational thinking* meliputi *Analyze*, *Design*, *Develop*, *Implement*, dan *Evaluate*. 2) Kualitas rancangan aktivitas memenuhi empat aspek *computational thinking* yaitu, dekomposisi, pengenalan pola, abstraksi dan algoritma. 3) Kualitas buku aktivitas berbasis *computational thinking* dengan tema peduli lingkungan berdasarkan validasi oleh 2 ahli *computational thinking* dan 2 guru dengan skala 1-4 secara keseluruhan adalah “sangat baik dengan skor 3,61 dengan rekomendasi “perlu revisi”. Hasil uji coba berdasarkan lembar reflektif menunjukkan bahwa semua siswa dapat mengerjakan seluruh aktivitas yang ada di buku aktivitas dan melatih ketrampilan *computational thinking* untuk siswa. Dengan demikian, dapat disimpulkan bahwa buku aktivitas memiliki kualitas sangat baik.

Kata Kunci: penelitian dan pengembangan, buku aktivitas, *computational thinking*, peduli lingkungan.

ABSTRACT

**DEVELOPMENT OF ACTIVITY BOOKS BASED ON
COMPUTATIONAL THINKING WITH THE THEME OF CARING
FOR THE ENVIRONMENT FOR GRADE III ELEMENTARY
SCHOOL**

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This research is motivated by the lack of media and teacher references in the form of activity books training computational thinking skills in children. The aims of this study were to 1) develop activity books based on computational thinking with the theme of caring for the environment for third-grade elementary school students, 2) describe the quality of activity design based on computational thinking with the theme of caring the environment for grade three elementary school students. 3) describe the quality of activity books based on computational thinking with the theme of caring for the environment for third-grade elementary school students. The research method used is research and development (R&D). The subjects of this study were 22 students who were involved in testing activity book products.

The results of this study are as follows, 1) Development of an activity book based on computational thinking with the theme of caring for the environment for grade III elementary schools using the ADDIE steps, including Analyze, Design, Developing, Implement, and Evaluate. 2) The quality of activity design satisfies four aspects of computational thinking, namely, decomposition, pattern recognition, abstraction and algorithms. 3) The quality of activity books based on computational thinking with the theme of environmental care based on validation by 2 computational thinking experts and 2 teachers with a scale of 1-4 as a whole is "very good with a score of 3.61 with a recommendation of "needs revision". The test results based on reflective sheets showed that all students could do all the activities in the activity books and practice computational thinking skills for students. Thus, it can be concluded that the activity book has very good quality.

Keywords: *research and development, activity books, computational thinking, environmental care.*

