

ABSTRAK**”PENGEMBANGAN RPP DENGAN PENDEKATAN *STEAM* MENGENAI
TEMA 3 SUB TEMA 3 PEMBELAJARAN 2 UNTUK KELAS IV”**

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Penelitian ini dilatarbelakangi oleh kebutuhan guru tentang pengembangan perangkat pembelajaran berbasis *STEAM* untuk kelas IV SD. Tujuan penelitian ini adalah untuk mengembangkan produk RPP berbasis pendekatan *STEAM* tema 3 sub-tema 3 pembelajaran 2 menggunakan model pembelajaran inovatif, yaitu *Project Based Learning (PjBL)* dan untuk mengetahui kualitas pembelajaran berbasis *STEAM* tema 3 sub-tema 3 pembelajaran 2, serta sebagai pedoman bagi guru untuk melaksanakan pendekatan *STEAM* pada pembelajaran tematik.

Jenis penelitian yang digunakan dalam penelitian ini, yaitu *Research and Development (R&D)*. Subjek penelitian ini merupakan 2 guru kelas IV SD. Objek dalam penelitian ini, yaitu RPP tema 3 sub-tema 3 pembelajaran 2 untuk kelas IV SD. Teknik pengumpulan data dilakukan dengan cara observasi, wawancara secara online dengan guru kelas IV SD, dan memberikan kuesioner. Instrumen penelitian yang digunakan adalah pedoman observasi, pedoman wawancara, dan pedoman kuesioner. Teknik analisis data menggunakan analisis kuantitatif dan analisis kualitatif.

Pengembangan RPP berbasis pendekatan *STEAM* untuk kelas IV SD menggunakan model ADDIE. Prosedur pengembangan ADDIE ada lima tahap, yaitu (1) *Analyze* (analisis), (2) *Design* (perancangan), (3) *Development* (pengembangan), (4) *Implementation* (implementasi), dan (5) *Evaluation* (evaluasi). Evaluasi dilakukan oleh 3 validator yang menghasilkan kualitas baik dengan skor 3,50, sehingga pengembangan RPP ini dapat digunakan dan bermanfaat bagi guru.

Kata kunci: Modul, Pengembangan RPP, *Project Based Learning (PjBL)*, *STEAM*

ABSTRACT

"DEVELOPMENT OF RPP USING A STEAM APPROACH REGARDING THEME 3 SUB THEME 3 LEARNING 2 FOR CLASS IV"

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This research is motivated by the needs of teachers regarding the development of STEAM-based learning devices for grade IV elementary school. The purpose of this study is to develop a lesson plan product based on the STEAM approach theme 3 sub-theme 3 learning 2 using an innovative learning model, namely Project Based Learning (PjBL) and to determine the quality of STEAM-based learning theme 3 sub-theme 3 learning 2, as well as a guideline for teachers to implement the STEAM approach in thematic learning.

The type of research used in this study is Research and Development (R&D). The subjects of this study were 2 grade IV elementary school teachers. The object of this study is the lesson plan theme 3 sub-theme 3 learning 2 for grade IV elementary school. Data collection techniques were carried out by means of observation, online interviews with grade IV elementary school teachers, and providing questionnaires. The research instruments used were observation guidelines, interview guidelines, and questionnaire guidelines. Data analysis techniques used quantitative analysis and qualitative analysis.

The development of lesson plans based on the STEAM approach for grade IV elementary school using the ADDIE model. The ADDIE development procedure has five stages, namely (1) Analyze, (2) Design, (3) Development, (4) Implementation, and (5) Evaluation. The evaluation was carried out by 3 validators which produced good quality with a score of 3.50, so that the development of this RPP can be used and is useful for teachers.

Keywords: Module, RPP Development, Project Based Learning (PjBL), STEAM