

ABSTRAK

**PENGEMBANGAN LKPD MENGGUNAKAN MODEL PJBL UNTUK
MENUMBUHKAN KARAKTER RASA INGIN TAHU MATERI MAKNA
PANCASILA SISWA KELAS IV SD**

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Penelitian ini didasarkan pada pentingnya pengembangan LKPD yang berkualitas, dan mengutamakan pembelajaran berpusat pada peserta didik guna menumbuhkan karakter rasa ingin tahu yang sejalan dengan perkembangan kurikulum. Tujuan penelitian ini adalah untuk mengembangkan LKPD menggunakan model *project based learning* pada materi makna pancasila kelas IV SD. Penelitian ini didasarkan dengan pendekatan R&D menggunakan model ADDIE. Penelitian ini menggunakan 4 validator guru SD kelas IV bersertifikasi yang berperan sebagai *expert judgment*. Selain itu, 25 peserta didik berpartisipasi dalam uji coba produk. Hasil penelitian ini menyatakan bahwa 1) Pengembangan LKPD menggunakan model *project based learning* materi makna Pancasila kelas IV SD dilakukan menggunakan langkah ADDIE antara lain: *Analyze, Design, Development, Implement*, dan *Evaluate*. 2) Kualitas LKPD menggunakan model *project based learning* materi makna pancasila kelas IV SD memperoleh rata-rata skor validasi 3,79 dengan kategori “sangat baik”. Hasil uji coba terbatas menunjukan bahwa LKPD efektif untuk menumbuhkan karakter rasa ingin tahu peserta didik dengan persentase kenaikan 70% dan meningkatkan hasil belajar dengan tingkat efektivitas dalam kategori tinggi (*N-Gain Score* 0,82)

Kata kunci: LKPD, Model *Project Based Learning*, Karakter Rasa Ingin Tahu

ABSTRACT**DEVELOPMENT OF LKPD USING THE PJBL MODEL TO GROW THE CHARACTER OF CURIOSITY TO KNOW THE MEANING OF PANCASILA IN CLASS IV PRIMARY STUDENTS**

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This research is based on the importance of developing quality LKPD, and prioritizing student-centered learning in order to foster a curious character that is in line with curriculum developments. The aim of this research is to develop LKPD using a project based learning model on the meaning of Pancasila material for class IV elementary school. This research is based on an R&D approach using the ADDIE model. This research used 4 certified fourth grade elementary school teacher validators who acted as expert judgment. In addition, 25 students participated in product trials. The results of this research state that 1) The development of LKPD using a project based learning model regarding the meaning of Pancasila for class IV elementary school was carried out using ADDIE steps, including: Analyze, Design, Develop, Implement and Evaluate. 2) The quality of the LKPD using the project based learning model regarding the meaning of Pancasila for class IV elementary school obtained an average validation score of 3.79 in the "very good" category. The results of limited trials show that LKPD is effective in cultivating students' curious character with a percentage increase of 70% and improving learning outcomes with a level of effectiveness in the high category (N-Gain Score 0.82)

Keywords: LKPD, Project Based Learning Model, Curiosity Character