

ABSTRAK

PENGEMBANGAN MODUL AJAR STEAM MENGENAL AYAM DENGAN MEDIA SENSORIAL UNTUK PAUD

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Penelitian ini dilatarbelakangi oleh pentingnya modul ajar untuk guru dalam mendukung proses pembelajaran peserta didik. Berdasarkan hasil kuesioner yang dibagikan kepada dua guru TK Kanisius Kadirojo dan satu guru TK Pelita Kasih, diperoleh informasi bahwa guru membutuhkan contoh modul ajar dengan elemen STEAM. Tujuan dari penelitian ini adalah 1) Mengembangkan modul ajar STEAM materi mengenal ayam dengan *media sensorial* untuk PAUD; 2) Mengetahui kualitas modul ajar STEAM materi mengenal ayam dengan *media sensorial* untuk PAUD.

Jenis penelitian adalah Research and Development (R&D) dengan menggunakan model ADDIE dengan tahapan sebagai berikut: *Analyze, Design, Develop, Implement, dan Evaluate*. Subjek penelitian adalah guru TK dan 28 peserta didik TK B. Teknik pengumpulan data diperoleh melalui kuesioner terbuka. Teknik analisis data menggunakan analisis kualitatif dan data kuantitatif.

Hasil validasi modul ajar oleh tiga ahli mendapatkan skor rata-rata 3,72 (dari skala 1-4) artinya “sangat baik”. Uji coba penerapan modul ajar STEAM menggunakan media sensorial dilakukan pada 28 peserta didik TK B Kanisius Kadirojo. Hasil uji coba menunjukkan bahwa semua peserta didik mendapatkan hasil “masih berkembang”, sehingga perlu ditingkatkan.

Kata Kunci: Modul Ajar, STEAM, PAUD

ABSTRACT

**DEVELOPMENT OF STEAM TEACHING MODULES TO RECOGNIZE
CHICKENS WITH SENSORIAL MEDIA FOR
PRE-SCHOOLS**

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This research is motivated by the importance of teaching modules for teachers in supporting the learning process of students. Based on the results of a questionnaire distributed to two Kanisius Kadirojo kindergarten teachers and one Pelita Kasih kindergarten teacher, information was obtained that teachers need examples of teaching modules with STEAM elements. The objectives of this research are 1) Develop a STEAM teaching module on recognizing chicken material with sensorial media for PAUD; 2) Knowing the quality of STEAM teaching modules on recognizing chickens with sensorial media for PAUD.

The type of research is Research and Development (R&D) using the ADDIE model with the following stages: Analyze, Design, Develop, Implement, and Evaluate. The research subjects were kindergarten teachers and 28 kindergarten B students. Data collection techniques were obtained through an open-ended questionnaire. Data analysis techniques used qualitative analysis and quantitative data.

The results of the teaching module validation by three experts received an average score of 3.72 (from a scale of 1-4), meaning “very good”. The trial application of STEAM teaching modules using sensorial media was carried out on 28 Kanisius Kadirojo Kindergarten B students. The results of the trial showed that all students got the results of “still developing”, so it needs to be improved.

Keywords: Teaching Module, STEAM, Early Childhood