

ABSTRAK

PENGEMBANGAN CERGAM DIGITAL PADA TOPIK “LIMBAH RUMAH TANGGA” UNTUK MELATIH LITERASI SAINS PADA SISWA KELAS IV SEKOLAH DASAR

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Penelitian ini bertujuan untuk mengembangkan media pembelajaran berupa Cergam Digital yang efektif dalam meningkatkan literasi sains siswa kelas IV SD, khususnya pada materi “Limbah Rumah Tangga”. Metode yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Analisis kebutuhan dilaksanakan melalui wawancara dengan guru kelas IV dan siswa kelas IV sebanyak 8 siswa, lalu dilanjutkan dengan pembuatan desain. Berdasarkan desain dikembangkan cergam digital yang berisi informasi tentang jenis-jenis, cara pengelolaan, serta dampak limbah terhadap lingkungan.

Validasi produk dilakukan oleh 2 dosen ahli dan 2 guru kelas IV menunjukkan bahwa media ini mendapatkan skor rata-rata 3,53 dengan kriteria “Sangat Baik”. Uji coba terbatas pada 10 siswa menunjukkan skor *pre-test* 52,7% dan skor *post-test* 87,7% yang menunjukkan adanya peningkatan sebesar 35%. Peneliti menyimpulkan bahwa penggunaan Cergam Digital dapat membantu melatih literasi sains siswa dan memberikan alternatif pembelajaran inovatif dalam media pembelajaran, sehingga diharapkan dapat berkontribusi positif terhadap pengembangan pendidikan sains di tingkat sekolah dasar.

Kata Kunci: Cergam Digital, Limbah Rumah Tangga, Literasi Sains.

ABSTRACT

**DEVELOPMENT OF DIGITAL PICTURE STORIES WITH THE
MATERIAL "HOUSEHOLD WASTE" TO TRAIN SCIENCE LITERACY IN
GRADE IV ELEMENTARY SCHOOL STUDENTS**

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This study aims to develop learning media in the form of Digital Cergam which is effective in improving the science literacy of grade IV elementary school students, especially on the material "Household Waste". The method used is Research and Development (R&D) with the ADDIE model (Analyze, Design, Develop, Implement, Evaluate). Needs analysis was carried out through interviews with fourth grade teachers and fourth grade students as many as 8 students, then continued with the design. Based on the design, a digital cergam was developed that contains information about the types, ways of management, and the impact of waste on the environment.

Product validation by 2 expert lecturers and 2 fourth grade teachers showed that this media received an average score of 3.53 with "Very Good" criteria. The limited trial on 10 students showed a pre-test score of 52.7% and a post-test score of 87.7% which showed an increase of 35%. The researcher concluded that the use of digital picture stories can help train students' science literacy and provide innovative learning alternatives in learning media, so it is expected to contribute positively to the development of science education at the elementary school level.

Keywords: Digital Cergam, household waste, scientific literacy.