

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN TEKA – TEKI SILANG TENTANG ORGAN PERNAFASAN MANUSIA DAN HEWAN UNTUK SISWA KELAS V SEKOLAH DASAR

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Penelitian ini dilatarbelakangi oleh kesulitan siswa kelas V SD dalam memahami materi organ pernafasan manusia, sehingga diperlukan media pembelajaran konkret yang menyenangkan. Tujuan utama penelitian ini adalah mengembangkan media pembelajaran berupa permainan Teka – teki silang yang sesuai dengan karakteristik anak usia sekolah dasar, serta menilai kualitas produk tersebut. Penelitian ini menggunakan metode Research and Development (R&D), dengan melibatkan satu guru dalam analisis kebutuhan dan dua validator (satu dosen dan satu guru kelas V) dalam proses validasi produk. Uji coba media dilakukan kepada 20 siswa kelas V SD.

Media yang dikembangkan terdiri dari permainan Teka – teki silang, dilengkapi buku panduan dan video tutorial. Proses pengembangan mengikuti model ADDIE (*Analyze, Design, Develop, Implement, Evaluate*). Berdasarkan hasil validasi, kualitas media dinilai “Sangat Baik” dengan skor 3,9 untuk permainan, serta skor 3,8 untuk buku panduan dan video tutorial (skala 1-4). Dalam tahap implementasi, delapan siswa menyatakan bahwa media ini membantu mereka lebih memahami materi organ pernafasan manusia dan hewan serta membuat proses belajar menjadi lebih menyenangkan. Observasi juga menunjukkan bahwa siswa menunjukkan minat dan antusiasme tinggi saat menggunakan media ini. Dengan demikian, KIT media permainan Teka – teki silang terbukti efektif dan layak digunakan sebagai media pembelajaran untuk meningkatkan pemahaman siswa terhadap materi organ pernafasan manusia dan hewan di kelas V SD.

Kata kunci: Penelitian dan Pengembangan, KIT media, Teka – teki silang, organ pernafasan manusia dan hewan.

ABSTRACT

**DEVELOPMENT OF CROSSWORD PUZZLE LEARNING MEDIA
ABOUT HUMAN AND ANIMAL RESPIRATORY ORGANS FOR
FIFTH GRADE ELEMENTARY SCHOOL STUDENTS**

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This study was motivated by the difficulty fifth-grade elementary school students have in understanding material about the human respiratory system, necessitating the development of concrete and enjoyable learning media. The main objective of this study was to develop learning media in the form of a crossword puzzle game suitable for elementary school-aged children and to evaluate the quality of the product. This study employs the Research and Development (R&D) method, involving one teacher in needs analysis and two validators (one lecturer and one Grade 5 teacher) in the product validation process. The learning media was tested on 20 Grade 5 elementary school students.

The developed media consists of a crossword puzzle game, accompanied by a guidebook and tutorial video. The development process followed the ADDIE model (Analyze, Design, Develop, Implement, Evaluate). Based on the validation results, the quality of the media was rated "Very Good" with a score of 3.9 for the game, and a score of 3.8 for the guidebook and tutorial video (on a scale of 1-4). During the implementation phase, eight students stated that the media helped them better understand the material on human and animal respiratory organs and made the learning process more enjoyable. Observations also showed that students demonstrated high interest and enthusiasm when using this media. Thus, the crossword puzzle media kit has proven to be effective and suitable for use as a learning medium to enhance students' understanding of human and animal respiratory organs in fifth-grade elementary school.

Keywords: Research and Development, Media Kit, Crossword Puzzle, Human and Animal Respiratory Systems.