

ABSTRAK

PENGEMBANGAN MEDIA PEMBELAJARAN BERBASIS *SCRATCH* MATERI SISTEM ORGAN GERAK MANUSIA UNTUK MENINGKATKAN HASIL BELAJAR DAN KEAKTIFAN BELAJAR SISWA KELAS VI SEKOLAH DASAR

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Penelitian ini dilatarbelakangi oleh perlunya media pembelajaran interaktif yang dapat membantu siswa memahami materi sistem organ gerak manusia secara lebih menarik dan mudah dipahami. Penelitian ini bertujuan untuk mengembangkan media pembelajaran berbasis Scratch pada materi sistem organ gerak manusia untuk siswa kelas VI sekolah dasar, mengetahui kualitas media berdasarkan validasi ahli, serta mengetahui dampak penggunaannya terhadap hasil belajar dan keaktifan belajar siswa. Fokus ini selaras dengan definisi operasional, spesifikasi produk, dan tujuan penelitian dalam naskah.

Penelitian ini merupakan penelitian dan pengembangan (*Research and Development*) dengan model ADDIE yang meliputi tahap *analysis*, *design*, *development*, *implementation*, dan *evaluation*. Subjek penelitian terdiri atas dua dosen ahli, dua guru kelas VI, dan 20 siswa kelas VI SD Negeri Kentungan tahun ajaran 2025/2026. Teknik pengumpulan data meliputi wawancara, observasi, kuesioner validasi, serta tes hasil belajar berupa *pre-test* dan *post-test*. Data dianalisis secara deskriptif kualitatif dan kuantitatif sesuai dengan jenis data yang diperoleh.

Hasil penelitian menunjukkan bahwa media pembelajaran berbasis Scratch yang dikembangkan termasuk dalam kategori layak digunakan. Rata-rata skor kelayakan media berdasarkan validasi ahli dan guru adalah 3,20 dengan kategori baik, sedangkan hasil uji coba lapangan memperoleh rata-rata skor 3,18 dengan kategori baik. Pada uji coba hasil belajar, sebanyak 17 dari 20 siswa mengalami peningkatan nilai *post-test* dibandingkan *pre-test*. Selain itu, selama proses implementasi siswa menunjukkan keterlibatan yang lebih aktif dalam menjawab kuis, memperhatikan materi, dan berinteraksi dengan media. Dengan demikian, media pembelajaran berbasis Scratch pada materi sistem organ gerak manusia layak digunakan dan berdampak positif terhadap hasil belajar serta keaktifan belajar siswa kelas VI sekolah dasar.

Kata kunci: media pembelajaran, *Scratch*, hasil belajar, keaktifan belajar, *ADDIE*.

ABSTRACT

DEVELOPMENT OF SCRATCH-BASED INSTRUCTIONAL MEDIA ON THE HUMAN LOCOMOTOR SYSTEM TO IMPROVE LEARNING OUTCOMES AND STUDENT ENGAGEMENT OF SIXTH-GRADE ELEMENTARY SCHOOL STUDENTS

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This study was motivated by the need for interactive learning media that can help students understand the human locomotor system material in a more engaging and accessible way. The study aimed to develop Scratch-based learning media on the human locomotor system material for sixth-grade elementary school students, determine the quality of the media based on expert validation, and examine its effect on students' learning outcomes and learning activeness. This focus is consistent with the operational definitions, product specifications, and research objectives presented in the thesis.

This study employed a Research and Development (R&D) approach using the ADDIE model, which consists of the stages of analysis, design, development, implementation, and evaluation. The research subjects consisted of two expert lecturers, two sixth-grade teachers, and 20 sixth-grade students of SD Negeri Kentungan in the 2025/2026 academic year. Data were collected through interviews, observations, validation questionnaires, and learning outcome tests in the form of pre-test and post-tests. The data were analyzed descriptively using qualitative and quantitative approaches according to the type of data obtained.

The results showed that the developed Scratch-based learning media was feasible for use. The average media feasibility score based on expert and teacher validation was 3.20, categorized as good, while the field trial obtained an average score of 3.18, also categorized as good. In the learning outcomes trial, 17 out of 20 students showed an increase in their post-test scores compared to their pre-test scores. In addition, during the implementation process, students demonstrated more active involvement in answering quizzes, paying attention to the material, and interacting with the media. Therefore, the Scratch-based learning media on the human locomotor system material is feasible for use and has a positive effect on the learning outcomes and learning activeness of sixth-grade elementary school students.

Keywords: *instructional media, Scratch, learning outcomes, learning activeness, ADDIE.*