ABSTRAK

PENGEMBANGAN MODUL AJAR *DEEP LEARNING* KELAS II "PENGUKURAN BERAT BENDA" DENGAN MODEL PBL DAN MEDIA INTERAKTIF

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Penelitian ini dilatarbelakangi oleh kebutuhan guru kelas II SD Kanisius Duwet dalam mengembangkan pembelajaran matematika berbasis pendekatan *deep learning* yang *meaningful*, *mindful*, dan *joyful*. Dari hasil kuesioner kepada tiga guru kelas II, diperoleh informasi bahwa guru membutuhkan contoh modul ajar *deep learning* untuk materi pengukuran berat benda menggunakan model *Problem Based Learning* (PBL) dengan media interaktif. Selain itu, dari 29 peserta didik kelas II SD Kanisius Duwet, sebanyak 19 peserta didik (65%) mengalami kesulitan dalam membandingkan berat benda dan 23 peserta didik (79%) kesulitan dalam mengukur serta mengurutkan berat benda menggunakan satuan tidak baku. Berdasarkan temuan tersebut, peneliti melakukan pengembangan Modul Ajar *Deep Learning* Kelas II "Pengukuran Berat Benda" Model PBL dan Media Interaktif untuk SD Kanisius Duwet, yang disusun untuk dua kali pertemuan. Metode penelitian yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE, meliputi tahap *Analyze, Design, Develop, Implement,* dan *Evaluate*. Modul divalidasi oleh tiga ahli, yaitu dosen, ahli media, dan guru kelas II, dan memperoleh skor rata-rata 3,66 dari rentang 1–4 dengan kategori "Sangat Baik" sehingga layak diujicobakan. Uji coba dilakukan kepada 29 peserta didik kelas II SD Kanisius Duwet selama dua kali pertemuan. Hasil uji coba menunjukkan peningkatan pemahaman peserta didik: rata-rata nilai *posttest* pertemuan pertama adalah 86,6 meningkat menjadi 94,1 pada pertemuan kedua, dengan 93% peserta didik (27 dari 29) mencapai nilai di atas Kriteria Ketercapaian Tujuan Pembelajaran (KKTP).

Kata kunci : *Deep Learning*, modul ajar, pengukuran berat benda, *Problem Based Learning*, media interaktif

ABSTRACK

DEVELOPMENT OF A DEEP LEARNING TEACHING MODULE FOR GRADE II "MEASURING THE WEIGHT OF OBJECTS" USING THE PBL MODEL AND INTERACTIVE MEDIA

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This research is motivated by the needs of second-grade teachers of Kanisius Duwet Elementary School in developing meaningful, attentive, and enjoyable deep learning-based mathematics learning. From the results of questionnaires to three second-grade teachers, information was obtained that teachers need examples of deep learning teaching modules for the material of measuring the weight of objects using the Problem Based Learning (PBL) model with interactive media. In addition, of the 29 second-grade students of Kanisius Duwet Elementary School, 19 students (65%) had difficulty in comparing the weight of objects and 23 students (79%) had difficulty in measuring and ordering the weight of objects using non-standard units. Based on these findings, the researcher developed a Second-grade Deep Learning Teaching Module "Measuring the Weight of Objects" PBL Model and Interactive Media for Kanisius Duwet Elementary School, which was compiled for two meetings. The research method used is Research and Development (R&D) with the ADDIE model, including the Analyze, Design, Develop, Implement, and Evaluate stages. The module was validated by three experts, namely the supervising lecturer, media expert, and second grade teacher, and obtained an average score of 3.66 from a range of 1–4 with the category of "Very Good" so it is worthy of being tested. The trial was conducted on 29 second grade students of Kanisius Duwet Elementary School for two meetings. The trial results showed an increase in student understanding: the average posttest score of the first meeting was 86,6 increasing to 94,1 in the second meeting, with 93% of students (27 of 29) achieving scores above the Learning Objectives Achievement Criteria (KKTP).

***Keywords**: Deep Learning, teaching modules, measuring the weight of objects, Problem Based Learning, interactive media*