

ABSTRAK

PENGEMBANGAN MODUL AJAR DEEP LEARNING KELAS 1 “MENULIS TEGAK BERSAMBUNG” MODEL DISCOVERY LEARNING DAN MEDIA INTERAKTIF

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Guru kelas I memerlukan modul pembelajaran deep learning dengan model *Discovery Learning* menggunakan media interaktif sebagai dasar penelitian ini. Selain itu, peserta didik kelas I mengalami kesulitan dalam menulis tegak bersambung dalam menyusun kata dan kalimat sebagai bagian dari pembelajaran Bahasa Indonesia. Penelitian ini bertujuan mendeskripsikan prosedur pengembangan dan kualitas modul ajar *deep learning* berbasis *Discovery Learning* materi menulis tegak bersambung untuk peserta didik kelas I.

Penelitian ini merupakan penelitian *Research and Development* menggunakan model ADDIE yang meliputi tahap: (1) *Analyze*, yaitu membagikan kuesioner kepada guru kelas I dan peserta didik untuk mengetahui kebutuhan modul ajar dan media pembelajaran; (2) *Design*, menyusun rancangan dan kisi-kisi modul ajar; (3) *Develop*, mengembangkan modul ajar, melakukan validasi oleh tiga validator (ahli materi, ahli media, dan ahli bahasa), serta melakukan revisi produk; (4) *Implement*, menguji coba modul ajar kepada peserta didik kelas I; dan (5) *Evaluate*, mengevaluasi hasil pembelajaran melalui kegiatan pretest dan posttest dalam dua kali pertemuan.

Pengumpulan data dilakukan melalui kuesioner analisis kebutuhan, lembar validasi produk, serta tes *pretest* dan *posttest*. Hasil penelitian menunjukkan bahwa modul ajar memperoleh skor validasi rata-rata dari 3 validator sebesar 3,6 (rentang 1–4) dengan kategori sangat baik. Hasil uji coba pada 24 peserta didik: 16 peserta didik (64%) mencapai KKTP pada pertemuan I dan 13 peserta didik (54%) pada pertemuan II. Dengan demikian, modul ajar deep learning berbasis *Discovery Learning* dengan media interaktif layak digunakan dan efektif dalam membantu meningkatkan keterampilan menulis tegak bersambung peserta didik kelas I sekolah dasar.

Kata Kunci: Modul Ajar, *Deep Learning*, Menulis Tegak Bersambung, *Discovery Learning*, Media Interaktif.

ABSTRACT

**DEVELOPMENT OF A DEEP LEARNING TEACHING MODULE FOR GRADE 1
"CONTINUOUS WRITING" USING THE DISCOVERY LEARNING MODEL AND
INTERACTIVE MEDIA**

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First-grade teachers require a deep learning module using the Discovery Learning model using interactive media as the basis for this research. Furthermore, first-grade students experience difficulty in cursive writing when constructing words and sentences as part of their Indonesian language learning. This study aims to describe the development procedures and quality of a Discovery Learning-based deep learning module on cursive writing for first-grade students.

This research is a Research and Development study using the ADDIE model, which includes the following stages: (1) Analyze, distributing questionnaires to first-grade teachers and students to determine the need for a teaching module and learning media; (2) Design, compiling the design and outline of the teaching module; (3) Develop, developing the teaching module, conducting validation by three validators (material experts, media experts, and language experts), and revising the product; (4) Implement, pilot testing the teaching module with firstgrade students; and (5) Evaluate, evaluating learning outcomes through pretests and posttests in two sessions.

Data collection was conducted through a needs analysis questionnaire, product validation sheets, and pretests and posttests. The results of the study showed that the teaching module obtained an average validation score from 3 validators of 3.6 (range 1–4) with a very good category. The results of the trial on 24 students: 16 students (64%) achieved KKTP at the first meeting and 13 students (54%) at the second meeting. Thus, the deep learning teaching module based on Discovery Learning with interactive media is feasible to use and effective in helping improve the cursive writing skills of first grade elementary school students.

Keywords: Teaching Module, Deep Learning, Cursive Writing, Discovery Learning, Interactive Media.