

ABSTRAK

PENGEMBANGAN MODUL AJAR DEEP LEARNING KELAS I EMPAT KATA AJAIB MODEL PBL DAN MEDIA INTERAKTIF

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Guru kelas I memerlukan modul pembelajaran *deep learning* dengan model PBL menggunakan media interaktif menjadi dasar penelitian ini. Ia juga memberi informasi peserta didik kelas I memiliki kesulitan menerapkan empat kata ajaib (maaf, terima kasih, permisi, dan tolong) sebagai bagian dari pembelajaran Bahasa Indonesia menulis. Penelitian ini bertujuan mendeskripsikan prosedur pengembangan dan kualitas modul ajar *deep learning* berbasis PBL materi empat kata ajaib peserta didik kelas I.

Penelitian ini merupakan penelitian *Research and Development* dengan model ADDIE yang meliputi tahap 1) *Analyze*, membagikan kuesioner kepada empat guru kelas I untuk mengetahui kebutuhan tentang modul ajar, juga kepada peserta didik untuk mengetahui kebutuhan media pembelajaran; 2) *Design*, menyusun kisi-kisi modul ajar; 3) *Develop*, membuat modul ajar, melakukan validasi produk oleh tiga validator, serta perbaikan modul; 4) *Implement*, menguji coba modul ajar kepada peserta didik kelas I; dan 5) *Evaluate*, mengevaluasi hasil posttest peserta didik berkaitan dengan materi ajar yang sudah diberikan dalam dua pertemuan.

Pengumpulan data dilakukan melalui kuesioner analisis kebutuhan, validasi produk oleh tiga validator (dosen, ahli media, dan guru), serta tes pretest dan posttest. Hasil penelitian menunjukkan bahwa modul ajar memperoleh skor validasi sebesar 3,7 dari dosen, 3,4 dari ahli media, dan 4,0 dari guru. Jadi skor rata-rata 3,7 (rentang 1-4) artinya sangat baik. Hasil uji coba pada 22 peserta didik: 20 peserta didik (91%) memperoleh nilai di atas KKTP (75), 2 peserta didik (9%) masih di bawah KKTP. Dengan demikian modul ajar *deep learning* berbasis PBL dengan media interaktif membantu peserta didik kelas I SD dalam keterampilan menulis.

Kata kunci: *Deep Learning*, Empat Kata Ajaib, Media Interaktif, Modul Ajar, PBL.

ABSTRACT

***DEVELOPMENT OF A DEEP LEARNING TEACHING MODULE FOR GRADE I ON
“FOUR MAGIC WORDS” USING THE PROBLEM-BASED LEARNING (PBL) MODEL
AND INTERACTIVE MEDIA***

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First-grade teachers require deep learning teaching modules based on Problem-Based Learning (PBL) model supported by interactive media, which forms the basis of this study. In addition, students still experience difficulties in applying the “four magic words” (sorry, thank you, excuse me, and please) as part of Indonesian language writing learning. This study aims to describe the development procedure and the quality of a PBL-based deep learning teaching module on the “four magic words” for first-grade students.

This research employed a Research and Development (R&D) method using the ADDIE model, consisting of five stages: 1) Analyze, by distributing questionnaires to four first-grade teachers to identify the need for teaching modules and to students to determine media needs; 2) Design, by developing the module framework; 3) Develop, by creating the module, conducting product validation with three validators, and revising the module; 4) Implement, by testing the module on first-grade students; and 5) Evaluate, by assessing students’ posttest results after two learning sessions.

Data were collected through needs analysis questionnaires, product validation by three validators (lecturer, media expert, and teacher), and pretest and posttest assessments. The results showed validation scores of 3.7 from the lecturer, 3.4 from the media expert, and 4.0 from the teacher, with an overall average of 3.7 (on a 1–4 scale), categorized as very good. Trial results indicated that 20 out of 22 students (91%) achieved scores above minimum mastery criterion (75), while 2 students (9%) did not. Therefore, the developed module effectively supports first-grade students’ writing skills.

Keywords: *Deep Learning, The Four Magic Words, Teaching Module, Interactive Media, PBL*