

ABSTRAK

PENGEMBANGAN MODUL AJAR *DEEP LEARNING* KELAS III “PECAHAN SEDERHANA” MODEL *DISCOVERY LEARNING* DAN MEDIA INTERAKTIF

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Penelitian ini dilatarbelakangi oleh kebutuhan guru kelas III SD Kanisius Sengkan dan SD Karitas Nandan dalam mengembangkan pembelajaran matematika berbasis pendekatan *deep learning*. Dari hasil kuesioner kepada empat guru kelas III, diperoleh informasi bahwa guru membutuhkan contoh modul ajar *deep learning* untuk materi pecahan sederhana menggunakan model *discovery learning* dengan media interaktif. Berdasarkan temuan tersebut, peneliti melakukan pengembangan Modul Ajar *Deep Learning* Kelas III "Pecahan Sederhana" Model *Discovery Learning* dan Media Interaktif untuk SD Kanisius Sengkan, 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*. Subjek penelitian ini adalah 27 peserta didik kelas IIIB SD Kanisius Sengkan Yogyakarta yang berperan sebagai pelaksana uji coba modul ajar dalam proses pembelajaran. Subjek validasi produk meliputi tiga ahli, yaitu dosen pembimbing, ahli media, dan guru kelas III. Data dalam penelitian ini dikumpulkan menggunakan kuesioner dan dianalisis secara kualitatif dan kuantitatif.

Hasil penelitian menunjukkan: 1) Produk modul ajar sudah dikembangkan menggunakan metode RnD ADDIE. 2) Hasil validasi produk memperoleh skor rata-rata 3,6 dari rentang 1–4 dengan kategori "Sangat Baik" sehingga layak diujicobakan. 3) Hasil uji coba menunjukkan peningkatan pemahaman peserta didik, dengan rata-rata nilai evaluasi 78,8 (pertemuan pertama) dan 77,7 (pertemuan kedua), serta 88,8% peserta didik mencapai nilai di atas KKTP.

Kata Kunci: Modul Ajar, *Deep Learning*, Pecahan Sederhana, *Discovery Learning*, Media Interaktif

ABSTRACT

**DEVELOPMENT OF A DEEP LEARNING TEACHING MODULE FOR GRADE III
"SIMPLE FRACTIONS" USING THE DISCOVERY LEARNING MODEL AND
INTERACTIVE MEDIA**

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This research was motivated by the needs of third-grade teachers at Kanisius Sengkan Elementary School and Karitas Nandan Elementary School to develop mathematics instruction based on a deep learning approach. A questionnaire survey of four third-grade teachers revealed a need for a deep learning module for simple fractions using the discovery learning model and interactive media. Based on these findings, the researchers developed a Deep Learning Module for Grade III "Simple Fractions" using the Discovery Learning Model and Interactive Media for Kanisius Sengkan Elementary School, designed for two sessions.

The research method used was Research and Development (R&D) with the ADDIE model, encompassing the stages of Analyze, Design, Develop, Implement, and Evaluate. The subjects were 27 third-grade students at Kanisius Sengkan Elementary School, Yogyakarta, who served as the module's pilot testers during the learning process. The product validation subjects included three experts: a supervising lecturer, a media expert, and a third-grade teacher. Data in this study were collected using a questionnaire and analyzed qualitatively and quantitatively.

The results showed: 1) The teaching module product was developed using the ADDIE R&D method. 2) The product validation results obtained an average score of 3.6 from a range of 1–4 with the category of "Very Good" so it is worthy of being tested. 3) The trial results showed an increase in student understanding, with an average evaluation score of 78.8 (first meeting) and 77.7 (second meeting), and 88.8% of students achieved a score above the KKTP.

Keywords: Teaching Module, Deep Learning, Simple Fractions, Discovery Learning, Interactive Media