

ABSTRAK

PENGEMBANGAN MODUL AJAR *DEEP LEARNING* KELAS I MATERI “KATA-KATA TENTANG ARAH DAN LETAK” MODEL *PROBLEM BASED LEARNING* DAN MEDIA INTERAKTIF

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Penelitian ini dilatarbelakangi oleh kesulitan guru kelas I SD Kanisius Sengkan menerapkan pendekatan *deep learning* pada pembelajaran Bahasa Indonesia, khususnya materi kata-kata arah dan letak. Hasil angket guru dan peserta didik menunjukkan perlunya modul ajar *deep learning* yang dilengkapi media interaktif, baik digital maupun kontekstual. Penelitian ini bertujuan mengembangkan modul ajar menggunakan model *Problem Based Learning* (PBL) dan media interaktif, serta mengetahui kualitasnya.

Metode yang digunakan adalah *Research and Development* (R&D) dengan model ADDIE (*analyze, design, development, implementation, dan evaluation*). Subjek penelitian adalah 23 peserta didik kelas I di SD Kanisius Sengkan, Yogyakarta. Modul ajar dikembangkan dengan memadukan model PBL media digital (*Assemblr Edu, Wordwall, dan Educaplay*), serta media kontekstual berupa miniatur lingkungan sekitar. Data diperoleh melalui kuesioner analisis kebutuhan yang diberikan kepada guru dan peserta didik, serta kuesioner validasi produk oleh para ahli, dianalisis secara kuantitatif menggunakan rata-rata skor validasi dan presentase ketuntasan belajar.

Hasil penelitian menunjukkan: 1) modul ajar dikembangkan melalui lima tahap ADDIE, secara sistematis; 2) modul ajar divalidasi oleh tiga validator dengan skor rata-rata 3,6 (dari rentang 1-4) dengan kategori “Sangat Baik” sehingga layak diujicobakan; dan 3) uji coba dua pertemuan menunjukkan peningkatan dari 17 peserta didik (73,9%) mencapai KKTP (rata-rata 78,3) menjadi 19 peserta didik (82,6%, rata-rata nilai 81,7). Modul ajar berbasis *deep learning* dengan model PBL dan media interaktif membantu peserta didik kelas I memahami materi kata-kata arah dan letak.

Kata Kunci: Modul ajar, *deep learning*, *Problem Based Learning*, media interaktif, arah dan letak

ABSTRACT

DEVELOPMENT OF A DEEP LEARNING TEACHING MODULE FOR GRADE I ON THE MATERIAL "WORDS ABOUT DIRECTION AND LOCATIONS" USING THE PROBLEM BASED LEARNING MODEL AND INTERACTIVE MEDIA

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This study was motivated by the difficulties faced by a first-grade teacher at SD Kanisius Sengkan in implementing a deep learning approach to Indonesian language instruction, specifically directional and positional words. Survey results from the teacher and students indicated a need for a deep learning teaching module equipped with interactive digital and contextual media. The study aimed to develop a teaching module using the Problem-Based Learning (PBL) model and interactive media, and to assess its quality.

The research used the Research and Development (R&D) method with the ADDIE model (Analyze, Design, Development, Implementation, Evaluation). Subjects were 23 first-grade students at SD Kanisius Sengkan, Yogyakarta. The module integrated PBL with digital media (Assemblr Edu, Wordwall, Educaplay) and contextual media in the form of environmental miniatures. Data were collected through needs analysis and expert validation questionnaires, analyzed quantitatively using average validation scores and learning mastery percentages.

Results showed: 1) the module was developed systematically through the five ADDIE stages; 2) it was validated by three experts with an average score of 3.6 (scale 1–4), categorized "Very Good" and suitable for trial; and 3) two-session trials showed improvement, with students meeting the learning mastery standard (KKTP) rising from 17 (73.9%, average 78.3) to 19 (82.6%, average 81.7). The module helped first-grade students understand directional and positional word material.

Keywords: *Teaching module, deep learning, Problem Based Learning, interactive media, direction and position.*

