

ABSTRAK

Sella Margareta Dewi. *Pengembangan Media Pembelajaran Ular Tangga Sebagai Sarana Berpikir Kritis Siswa Sekolah Dasar.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2023.

Penelitian ini bertujuan untuk mendeskripsikan prosedur pengembangan media pembelajaran ular tangga, mengetahui kelayakan media pembelajaran ular tangga, mengetahui kemampuan berpikir kritis siswa setelah menggunakan media pembelajaran ular tangga.

Metode penelitian mengadaptasi pada model pengembangan yang dikembangkan oleh ADDIE. Subjek penelitian ini adalah siswa di kelas III SD Negeri 2 Hadiwarno. Teknik pengumpulan data dilakukan dengan angket, test dan dokumentasi.

Hasil penelitian menunjukkan: 1) Pengembangan Media Pembelajaran Ular Tangga menggunakan model ADDIE yang terdiri dari analisis, perancangan, pengembangan, implementasi dan evaluasi. 2) Tingkat kelayakan Media Pembelajaran Ular Tangga berdasarkan penilaian oleh 3 ahli media, 3 ahli materi, ahli pembelajaran dan siswa. Media Pembelajaran Ular Tangga sangat layak digunakan, hal ini diketahui berdasarkan penilaian ahli media dan ahli pembelajaran mendapat rata-rata sebesar 88%, ahli materi mendapat rata-rata sebesar 94%, respon siswa pada uji coba kelompok kecil mendapat rata-rata sebesar 97% dan uji coba kelompok besar mendapat rata-rata sebesar 94%. 3) Media Pembelajaran Ular Tangga dapat meningkatkan kemampuan berpikir kritis siswa. Hasil uji coba pada *post-test* secara keseluruhan mendapat kategori tuntas dan kemampuan berpikir kritis siswa dapat dikategorikan sangat tinggi dengan rata-rata nilai 86.

Kata Kunci: ADDIE, media pembelajaran, permainan ular tangga, kemampuan berpikir kritis.

ABSTRACT

Sella Margareta Dewi. *The Development of Snakes and Ladders Learning Media as a Means of Elementary School Students Critical Thinking.* Thesis. Pacitan: STKIP PGRI Pacitan, 2023.

This study aims: 1) to describe the procedures for developing Snakes and Ladders learning media, 2) to determine the feasibility of Snakes and Ladders learning media, and 3) to determine the students' critical thinking skills after using Snakes and Ladders learning media.

The research method adapts to the development model developed by ADDIE. The subjects of this study were students of class III at SD Negeri 2 Hadiwarno. Data collection techniques were carried out through questionnaires, tests, and documentation.

The results showed: 1) the development of Learning Media for Snakes and Ladders using the ADDIE model consisting of analysis, design, development, implementation, and evaluation; 2) the feasibility level of Snakes and Ladders Learning Media is based on the assessments by three media experts, three material experts, learning experts and students. Snakes and Ladders learning media is very suitable to use; it is known based on the assessment of media experts and learning experts get an average of 88%, material experts get an average of 94%, student responses in small group trials get an average of 97%, and the large-group trial got an average of 94%; 3) the Snakes and Ladders) learning media can improve students' critical thinking skills. The post-test results get a complete category, and students' critical thinking skills can be categorized as very high, with an average score of 86.

Keywords: ADDIE, learning media, snakes and ladders games, critical thinking skills.