

## ABSTRAK

**Dewi Wanda Wahyuningtyas.** *Pengembangan Media Ular Tangga Cobaku (Coba Tebak Aku) pada Pembelajaran Tematik untuk Meningkatkan Minat Belajar Siswa SD.* Skripsi. Pacitan: STKIP PGRI Pacitan, 2021.

Penelitian ini bertujuan untuk mengetahui: (1) prosedur pengembangan media Ular Tangga Cobaku (Coba Tebak Aku) untuk meningkatkan minat belajar siswa; (2) efektifitas pengembangan media Ular Tangga Cobaku (Coba Tebak Aku) untuk meningkatkan minat belajar siswa; (3) hasil pengembangan media Ular Tangga Cobaku (Coba Tebak Aku) untuk meningkatkan minat belajar siswa.

Jenis penelitian yang digunakan pada penelitian ini adalah *Research and Development* (R&D) dengan model pengembangan 4D S. Thiagarajan (1974). Langkah-langkah yang dilakukan meliputi (a) pendefinisian, (b) perancangan, (c) pengembangan dan, (d) penyebaran. Produk diuji cobakan kepada 4 siswa kelas V sekolah dasar dalam uji coba kelompok kecil. Kelayakan produk didasarkan pada hasil penilaian ahli materi, ahli media, ahli bahasa, dan respon siswa kelas V sekolah dasar sebagai subjek uji coba. Teknik pengumpulan data dengan menggunakan observasi, wawancara, angket dan dokumentasi. Analisis data menggunakan teknik tingkat kevalidan produk dan analisis data uji coba.

Hasil penelitian menunjukkan bahwa: (1) media Ular Tangga Cobaku (Coba Tebak Aku) untuk meningkatkan minat belajar siswa telah dikembangkan dengan model pengembangan 4D dengan uji coba dan validasi ahli; (2) media dinyatakan efektif berdasarkan pencapaian minat belajar siswa yang mencapai nilai sebesar 100%; (3) penilaian ahli materi dengan rata-rata skor 4,16 “Valid”, penilaian ahli media dengan rata-rata skor 4,00 “Valid”, penilaian ahli bahasa dengan rata-rata 4,00 “Valid”, dan penilaian siswa dalam uji coba kelompok kecil dengan rata-rata 4,00 “Valid”.

**Kata Kunci:** Media Ular Tangga Cobaku, Pembelajaran Tematik, Minat Belajar.

## ABSTRACT

**Dewi Wanda Wahyuningtyas.** *The Development of Cobaku Snakes and Ladders Media (Try to Guess Me) in Thematic Learning to Increase Elementary School Students' Interest in Learning.* Thesis . Pacitan: STKIP PGRI Pacitan. 2021.

*This study aims to determine: (1) the procedure for developing the Cobaku Snakes and Ladders (Try to Guess Me) media to increase students' interest in learning; (2) the effectiveness of the development of the Cobaku Snakes and Ladders (Try to Guess Me) media to increase students' interest in learning; (3) the results of the development of the Cobaku Snakes and Ladders (Try to Guess Me) media to increase students' interest in learning.*

*It was Research and Development (R&D) with the 4D development model of S. Thiagarajan (1974). The steps taken include (a) definition, (b) design, (c) development and, (d) dissemination. The product was tested on 4 fifth-grade elementary school students in a small group trial. The feasibility of the product is based on the results of the assessment of material experts, media experts, linguists, and the responses of fifth-grade elementary school students as test subjects. Data collection used observation, interviews, questionnaires, and documentation techniques. Data analysis used product validity level technique and test data analysis.*

*The results showed that: (1) Cobaku Snakes and Ladders (Try to Guess Me) media to increase students' interest in learning had been developed using a 4D development model with trial and expert validation; (2) the media was declared effective based on the achievement of student interest in learning that reaches a value of 100%; (3) the assessment of material experts with an average score of 4.16 "Valid", the assessment of media experts with an average score of 4.00 "Valid", the assessment of linguists with an average of 4.00 "Valid", and student assessments in a small group trial with a mean of 4.00 "Valid".*

**Keywords:** *Cobaku Snake and Ladder (Try Guess Me), Thematic Learning, Interest to Learn.*