

**PENGEMBANGAN MEDIA KARTU KUIS HARTA KARUN MELALUI
MODEL PEMBELAJARAN KOOPERATIF *TEAMS GAMES
TOURNAMENT* PADA INTERAKSI MAKHLUK HIDUP KELAS VII SMP**

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ABSTRAK

Kegiatan belajar mengajar di sekolah pada materi Interaksi Makhluk Hidup kelas VII belum ada media yang menarik dan melibatkan semua peserta didik secara langsung. Tujuan penelitian ini adalah mengetahui desain pengembangan kelayakan produk Media Kartu Kuis Harta Karun Melalui Model Pembelajaran Kooperatif *Teams Games Tournament* pada Interaksi Makhluk Hidup Kelas VII SMP.

Jenis penelitian yang digunakan adalah *Research and Development (RnD)*. Langkah-langkah dalam penelitian ini yaitu: (1) potensi masalah, (2) mengumpulkan informasi, (3) desain produk, (4) validasi produk, (5) revisi produk. Produk yang dikembangkan divalidasi oleh 2 pakar dan 2 guru IPA kelas VII SMP. Tujuan validasi produk yaitu untuk mengetahui kelayakan produk yang dihasilkan.

Hasil penelitian ini menunjukkan produk yang dikembangkan berupa kartu kuis harta karun layak diujicobakan. Peroleh skor rerata dari 4 validator pakar media pembelajaran yaitu 3,6 dengan kriteria “Sangat Baik” menunjukkan bahwa media kartu kuis harta karun yang dikembangkan memiliki kualitas sangat baik dan layak diujicobakan dalam lingkup terbatas.

Kata kunci: media kartu kuis harta karun, TGT, R&D, materi interaksi makhluk hidup

***THE DEVELOPMENT OF A TREASURE CARD MEDIA DEVELOPMENT
THROUGH A COOPERATIVE LEARNING MODEL OF PERFORMANCE
GAMES TOURNAMENT IN THE INTERACTIONS OF BEINGS
8th GRADE JUNIOR HIGH SCHOOL***

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ABSTRACT

Teaching and learning activities at school in seventh grade Junior High School Living Creatures Interaction material have no interesting media and involve all students directly. The purpose of this research is to find out the design of developing and the feasibility of the Treasure Quiz Card Media Products Through the Teams Games Tournament Cooperative Learning Model in Living Creatures Interaction on seventh grade Junior High School

The type of research method used is Research and Development (RnD) that is, looking for potential problems, gathering information, designing products, validating designs and improving designs. The product developed was validated by 2 learning media experts and 2 seventh grade junior high school science teachers. The purpose of product validation is to determine the feasibility of the product produced.

The result of this study indicates that the product developed in the form of a treasure quiz card is worth trying out. The treasure quiz card media developed has very good quality and tested in Living Creatures Interaction learning because it obtains an average score of 4 validator learning media experts which is 3.6 with "Very Good" criteria and earth testing in a limited scope.

Key words: *treasure card media, TGT, R&D, biotic interactions.*