

ABSTRAK

PENGEMBANGAN BUKU CERITA *POP-UP* MATERI BANGUN RUANG KUBUS DAN BALOK UNTUK SISWA KELAS II SD

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Penelitian pengembangan dengan *Research and Development* (R&D) ini dilatarbelakangi oleh kebutuhan guru serta peserta didik terhadap minimnya referensi buku pembelajaran yang menarik yakni buku cerita *pop-up* pada materi bangun ruang kubus serta balok. Penelitian ini bertujuan untuk: (1) mengembangkan buku cerita *pop-up* materi bangun ruang kubus serta balok bagi peserta didik kelas II SD; serta (2) mengetahui kualitas buku cerita *pop-up* materi bangun ruang kubus serta balok untuk peserta didik kelas II SD.

Penelitian ini menggunakan langkah penelitian serta pengembangan ADDIE, yaitu *Analyze, Design, Development, Implementation, and Evaluate*. Penelitian melibatkan tiga validator ahli yaitu ahli bahasa, ahli matematika, dan guru kelas II SD dan 11 peserta didik untuk uji coba produk buku cerita *pop-up* materi bangun ruang kubus dan balok untuk peserta didik kelas II SD. Instrumen penelitian memakai wawancara serta kuesioner. Sedangkan, teknik analisis data menggunakan kualitatif dan kuantitatif.

Menurut hasil validasi dari tiga validator ahli buku cerita *pop-up* materi bangun ruang kubus dan balok untuk peserta didik kelas II SD ini memperoleh skor 3,26 dengan kategori “sangat baik”, sehingga produk bisa diujicobakan. Uji coba produk dilaksanakan secara terbatas kepada 11 peserta didik SD Kanisius Jomegatan serta mendapat nilai rata-rata skor sebesar 3,7 dengan kategori “sangat baik”. Hasil uji coba menunjukkan bahwasanya peserta didik sangat tertarik serta memahami materi bangun ruang kubus dan balok yang telah disampaikan buku cerita *pop-up* materi bangun ruang kubus dan balok untuk peserta didik kelas II SD dengan judul “Keseruan Berbelanja dan Belajar Matematika”.

Kata kunci: penelitian dan pengembangan, buku cerita *pop-up*, bangun ruang, kubus dan balok.

ABSTRACT***DEVELOPMENT OF A POP-UP STORYBOOK OF MATERIALS WAKE UP A CUBE ROOM AND BLOCK SPACES FOR GRADE II ELEMENTARY SCHOOL STUDENTS*****Vitri*****Sanata Dharma University*****2022**

This development research with Research and Development (R&D) is motivated by the need for teachers and students to the lack of references to interesting learning books, namely pop-up storybooks on cube and block space wake up materials. This study aims to: (1) develop a pop-up storybook of material on building cube spaces and blocks for grade II elementary school students; and (2) knowing the quality of the pop-up storybook of material on wakeup cube rooms and blocks for grade II elementary school students.

This research uses ADDIE research and development steps, namely Analyze, Design, Development, Implementation, and Evaluate. The study involved three expert validators, namely linguists, mathematicians, and grade II elementary teachers and 11 students to trial pop-up storybook products for cube and block space wake up materials for grade II elementary school students. The research instrument uses interviews as well as questionnaires. Meanwhile, data analysis techniques use qualitative and quantitative.

According to the validation results of three expert validators of the pop-up storybook, the material for building cube and block space for grade II elementary school students obtained a score of 3.26 with the category of "excellent", so that the product can be tested. The product trial was carried out on a limited basis to 11 students of SD Kanisius Jomegatan and received an average score of 3.7 with the category of "excellent". The results of the trial showed that students were very interested in and understood the material for building cube and block space that had been delivered a pop-up storybook of material on building cube and block space for grade II elementary school students with the title "The Fun of Shopping and Learning Mathematics".

Keywords: research and development, pop-up storybook, Build a space, cubes and blocks