ABSTRAK

PENGEMBANGAN BUKU SOAL *COMPUTATIONAL THINKING* KONTEKS PERMAINAN TRADISIONAL UNTUK SISWA KELAS V SD

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2023

Penelitian ini dilatarbelakangi oleh adanya kebutuhan guru terhadap media pengenalan *computational thinking* yang lebih *familiar* untuk siswa. Tujuan penelitian ini untuk 1) mengembangkan soal *computational thinking* konteks permainan tradisional untuk siswa kelas V sekolah dasar, dan 2) mengetahui kualitas buku soal *computational thinking* konteks permainan tradisional untuk siswa kelas V sekolah dasar. Metode penelitian yang digunakan dalam penelitian ini adalah penelitian dan pengembangan *(R&D)*. Subyek penelitian adalah 30 siswa kelas V.

Hasil penelitian ini sebagai berikut, 1) Buku soal *computational thinking* konteks permainan tradisional untuk siswa kelas V sekolah dasar dikembangkan dengan langkah-langkah *ADDIE*, yang meliputi *Analyze*, *Design*, *Development*, *Implementation*, dan *Evaluate*. 2) Kualitas buku soal berdasarkan hasil validasi oleh 2 dosen dan 1 guru dengan skala 1-4, secara keseluruhan "sangat baik" dengan skor 3,31 dengan rekomendasi "perlu revisi". Hasil uji coba berdasarkan lembar refleksi menunjukkan bahwa semua siswa dapat mengerjakan soal yang ada, sebanyak 50% siswa menyebutkan bahwa soal nomor 7 adalah soal yang paling sulit, sedangkan 26% siswa menyebutkan bahwa soal nomor 14 adalah soal yang paling mudah. Soal yang dikembangkan mengadaptasi empat fondasi *computational thinking* (dekomposisi, pengenalan pola, abtraksi, algoritma). Dengan demikian, dapat disimpulkan bahwa buku soal memiliki kualitas sangat baik.

Kata kunci: *computational thinking*, permainan tradisional, buku soal

ABSTRACT

THE DEVELOPMENT OF EXERCISE BOOK ON COMPUTATIONAL THINKING IN THE CONTEXT OF TRADITIONAL GAMES FOR GRADE 5 ELEMENTARY SCHOOL STUDENTS

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The study is background to a teacher's need for a familiar computational thinking medium for students. The purpose of the study for 1) is to develop the question of computational thinking of context for the 5th grade of elementary schools, and 2) knowing the quality of the book on computational thinking of the traditional game context for 5th grade school students. The research methods used in this study are research and development (R&D). Thirty fifth grade elementary school students were involved in the research.

The study as follows, 1) The computational thinking context of the traditional game for 5th graders was developed with ADDIE model, which includes Analyze, Design, Development, Implementation, and Evaluate. 2) The quality of the book based on validation by 2 professors and 1 teachers ona scale of 1-4, was overall "excellent" with a score of 3.31 with a recommendation of "revision." Tests based on the reflective sheet show that all students can work on an existing problem, as much as 50% of students point out that question number 7 is the hardest one, whereas 26% of students say that question number 14 is the easiest one. Furthermore, the questions developed incorporate the four cornerstones of computational thinking: decomposition, pattern recognition, abstractions, algorithms. This, it can be concluded that the exercise book is of excellent quality.

Keywords: computational thinking, traditional games, exercise book