ABSTRAK

PENGEMBANGAN BUKU SOAL KONTEKSTUAL RUMAH ADAT INDONESIA UNTUK MELATIH KEMAMPUAN BERPIKIR KOMPUTASIONAL SISWA KELAS V SD

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Penelitian ini dilatarbelakangi oleh urgensi berpikir komputasional pada sekolah dasar di era abad 21, sehingga guru memerlukan referensi soal-soal berpikir komputasional. Tujuan penelitian ini untuk 1) Mendeskripsikan proses pengembangan buku soal kontekstual rumah adat Indonesia untuk melatih kemampuan berpikir komputasional siswa kelas V SD, 2) Mengetahui kualitas buku soal berpikir komputasional dengan konteks rumah adat Indonesia. Penelitian ini menggunakan metode penelitian dan pengembangan (R&D). Subjek penelitian ini adalah 25 anak kelas V SD yang dilibatkan dalam uji coba produk soal berpikir komputasional.

Hasil penelitian ini adalah sebagai berikut, 1) Buku soal kontekstual rumah adat Indonesia untuk melatih kemampuan berpikir komputasional siswa kelas V SD dikembangkan menggunakan langkah-langkah ADDIE (*Analyze, Design, Development, Implement, Evaluate*), 2) Kualitas buku soal berpikir komputasional berdasarkan hasil validasi 1 dosen ahli dan 1 guru ahli dengan skala 1-4 menunjukkan kategori "sangat baik" dengan nilai rata-rata sebesar 3,45 dengan "perlu revisi". Hasil kualitas soal dari uji validitas terdapat 11 valid dan 9 tidak valid yang perlu diperbaiki. Berdasarkan lembar reflektif, dapat diketahui jika anak kelas V SD tertarik pada soal berpikir komputasional dan dapat diketahui tingkat soal dari paling mudah hingga sulit. Dengan demikian, dapat disimpulkan bahwa produk pengembangan buku soal memiliki kualitas sangat baik.

Kata kunci: berpikir komputasional, buku soal, rumah adat Indonesia

ABSTRACT

DEVELOPMENT OF A CONTEXTUAL QUESTION BOOK OF INDONESIAN TRADITIONAL HOUSES TO TRAIN COMPUTATIONAL THINKING ABILITY FOR GRADE V ELEMENTARY SCHOOL STUDENTS

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This research was motivated by the urgency of computational thinking in elementary schools in the 21^{st}*-century era, so teachers need references to computational thinking questions. The purpose of this research is to 1) Describe the process of developing a contextual question book of Indonesian traditional houses to train computational thinking skills of fifth grade elementary school students, 2) Knowing the quality of the book of computational thinking questions with the context of Indonesian traditional houses. This research used research and development (R&D) method. The subjects of this study were 25 fifth graders who were involved in the product testing of computational thinking questions.*

The results of this study are as follows, 1) The contextual question book of Indonesian traditional houses to train computational thinking skills of grade V elementary school students was developed using ADDIE steps (Analyze, Design, Development, Implement, Evaluate), 2) The quality of the computational thinking question book based on the validation results of 1 expert lecturer and 1 expert teacher with a scale of 1-4 shows a "very good" category with an average value of 3.45 with "needs revision". The results of the quality of the questions from the validity test are 11 valid and 9 invalid which need to be corrected. Based on the reflective sheet, it can be seen if grade V elementary school children are interested in computational thinking questions and can be known the level of questions from the easiest to the most difficult. Thus, it can be concluded that the question book development product has very good quality.

Keywords: *computational thinking, question book, Indonesian traditional house*