

**ABSTRAK****PENGEMBANGAN BUKU SOAL UNTUK MELATIH *COMPUTATIONAL THINKING* SISWA KELAS V SD DENGAN KONTEKS FAUNA INDONESIA**

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Penelitian ini dilatarbelakangi oleh urgensi *computational thinking* pada sekolah dasar di era 4.0 sehingga guru memerlukan referensi soal untuk melatih *computational thinking* tersebut. Tujuan penelitian ini untuk 1) mendeskripsikan proses pengembangan buku soal untuk melatih *computational thinking* siswa kelas V SD dengan konteks fauna Indonesia, 2) mengetahui kualitas soal *computational thinking*, 3) mengetahui kualitas buku soal *computational thinking* dengan konteks fauna Indonesia. Penelitian ini menggunakan metode penelitian dan pengembangan (*R & D*). Sebanyak 33 siswa kelas V SD dilibatkan dalam uji coba produk soal *computational thinking*.

Hasil penelitian ini adalah sebagai berikut, 1) Buku soal untuk melatih *computational thinking* siswa kelas V SD dengan konteks fauna Indonesia yang dikembangkan menggunakan langkah-langkah *ADDIE* (*Analyze, Design, Development, Implement, Evaluation*). 2) Kualitas soal *computational thinking* telah mengandung fondasi dekomposisi, pengenalan pola, abstraksi, dan algoritma dengan hasil uji soal menunjukkan 13 soal dalam kategori valid dan 7 soal tidak valid yang perlu diperbaiki. 3) Kualitas buku soal *computational thinking* berdasarkan hasil validasi 2 dosen ahli dan 1 guru ahli dengan skala 1-4 menunjukkan kategori “sangat baik” dengan nilai rata-rata 3,61 dengan “perlu revisi”. Kemudian melalui lembar reflektif, dapat diketahui bahwa siswa tertarik pada soal *computational thinking* dan dapat diketahui tingkat soal dari paling mudah hingga sulit. Dengan demikian, dapat disimpulkan bahwa produk pengembangan memiliki kualitas sangat baik.

**Kata kunci** : *computational thinking*, buku soal, fauna Indonesia

**ABSTRACT****DEVELOPMENT OF A PROBLEM BOOK TO TRAIN COMPUTATIONAL THINKING FOR FIFTH GRADE ELEMANTERY SCHOOL STUDENTS WITH THE CONTEXT OF INDONESIAN FAUNA**

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*This research is motivated by the urgency of computational thinking in elementary schools in the 4.0 era, so teachers need reference problems to train computational thinking. The purpose of this research is 1) to describe the process of developing a problem book to train computational thinking in fifth grade elementary school students with the context of Indonesian fauna, 2) to know the quality of problem-solving computational thinking, and 3) to know the quality of the problem book computational thinking with the context of Indonesian fauna. This study uses research and development methods (R & D). A total of 33 students from grades 5 of elementary school were involved in trying out the product problems using computational thinking.*

*The results of this study are 1) problem books to train computational thinking in fifth grade elementary school students with the context of Indonesian fauna developed using steps ADDIE (Analyze, Design, Development, Implement, and Evaluation). 2) Problem quality computational thinking already contains the foundations of decomposition, pattern recognition, abstraction, and algorithms, with the results of 13 problems in the valid category and 7 problems in the invalid category that need to be corrected. 3) The quality of the problem book computational thinking is based on the validation results of two expert lecturers and one expert teacher, with a scale of 1-4 indicating the "very good" category and an average value of 3.61 indicating "needs revision." Then, through the reflective sheet, it can be seen that students are interested in the problem of computational thinking, and you can know the level of problems from the easiest to the most difficult. Thus, it can be concluded that the product development has very good quality.*

**Keywords** : *computational thinking, problem book, Indonesian fauna*